

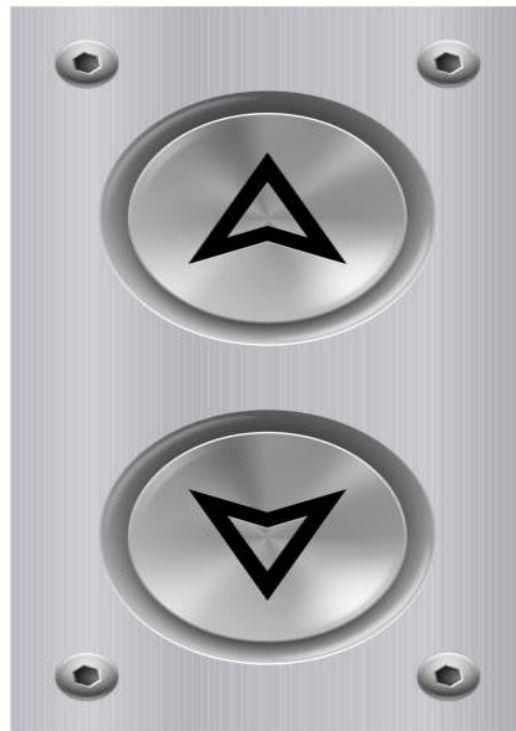
Name : Prerana Gajare
TEIT

Roll No : TI50

Class :

Topic : “Feedback and Constraints”

1)Lift Buttons



Over here the design on the left is quite confusing for the user that which button should he or she should press in order to go down or even if he want to go on the above floor .Whether he should choose the button present on either side of the arrow or the one which is being pointed by the arrow.

Here no doubt that the buttons must be serving its purpose but due its interface design it has aroused and confusion in user's mind .The design on the right is what the user expects it to be .The buttons with the arrows imprinted on them which makes easier for the user to use it also without any confusion.

2)The Umbrella



These two umbrellas are good examples to show you how innovation makes things more advanced. They will be doing the same thing i.e. to keep you safe out of the rain. But the first umbrella on the left is not only technically advanced but is also advanced design-wise.

It is compact, foldable, easy to carry, and lightweight. User can carry it with ease anywhere he wants. While the other one is not foldable, also not quite easy to carry and a little bulky to handle. Since it is made up of wood and some other materials, it makes the umbrella a little heavier than the first one. Also whenever the user will be carrying this he have to keep it in his hand all the time as it wont fit in any normal handbag or sack unlike the other one.

3)Android Notification

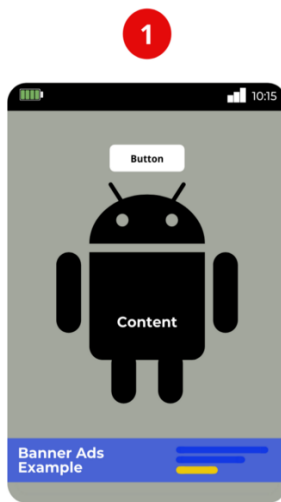


Figure 1

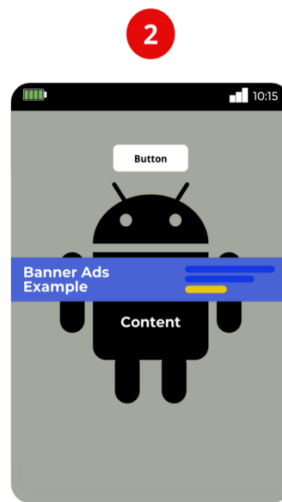


Figure 2

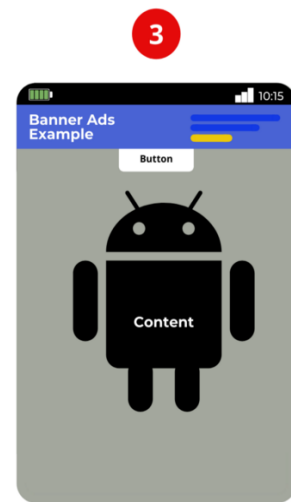


Figure 3

If you have an android device you can see google's ads that are running every time in your app. Some are banner type and some just pop up to your screen.

While popping up ads just appear for some time, banner ads remain there every time with different ads. Sometimes they are placed so wrongly as you can see in Figure 2 and 3 that they often hide the main buttons and irritate us and also it bothers the user every time he or she uses the app. Even if user often try to remove it, it re-appear every time users open the app at the same position. A negative experience is built with it and people will always try to get rid of such apps.

The notifications should be interfaced as they are arranged in figure 1 because over here people are getting what they want with the app. Ads are secondary so it's better to put them in a place that doesn't bother them.

Figure 2 and 3 are a really bad design because ads are placed over the content. It seems like ads are primary which people do not want every time. Also because there is a button on the screen which overlaps with the ads. People will get bothered when trying to press the button.

4)Calendar Interface Design



Swiping left-right will make appear other years

A Good Design



bit hard to understand what to do

So this image is a user interface of a kind of app where we will have to select the year. Take a look at the second image and as you would notice it you will be confused whether there are years other than 2010, 2011, 2012 or not.

If you want to select 2015 how could you find it? or How to access it? In the first go, you may get confused. But this is not the case with the first image, anyone can understand it just by looking at the design that we need to swipe left or right to find out the years other than what is on the screen.

5) Evolution of Toothbrush



Figure 1



Figure 2

Keeping the function of the product fixed, a good design adds to the usefulness of the product. While people will be using the product for the same purpose but it will lead to an addition of a better experience.

A good example we can see here. Things that are needed in a brush are only the brushing bristle along with a handle, right? Now take a look at Figure 1 where the brush is having a rubber grip and the rough surface. It not only adds to the design of the brush but also gives you a better experience of brushing by adding value to it.

Figure 1 is the ideal design that the user expects because there is a need for it. A brush with smooth surface and without a grip just as in Figure 2 will have the chances of getting slipped from hand and creating a mess around. Also its design won't be useful for proper cleaning of teeth.

6)Water bottle



A pair of water bottles made with the same material and having a similar storage capacity.

On our left, we have a metal water bottle which can carry around 1 liter of water and has the capability to keep it cool for a longer time or warm if we wish to store some warm water, its shape where it goes a bit slimmer in middle also adds a good grip, even when the bottle is full and your hands are slippery.

At the right is a similar bottle with a bit different design, it carries the same features as the one in the right, at times when the bottle is full and your hands are slippery you might need to use both your hands to hold it to use properly.

Or else it might fall down and cause damage to the product also it is quite risky as it can also cause one an injury .

7)Street crossing marker



Figure 1



Figure 2

Over here when it came to designing an interface for a street crossing marker, this designer created one of the most confusing interfaces we have seen.

Considering Figure 1, Most of us would be inclined to tap the metal circle on top to initiate the walk sign. Right? I mean, the diagram shows a picture of a finger tapping a circle. Or is that a diagram? Nope, the metal circle on top actually does nothing. The white circle is not part of the diagram – it's the button. Even though it looks like it's printed on there. This interface is so poorly executed that citizens have taken to pounding the life out of the metal circle in order to make it work (as you can see by the numerous dents in the picture).

This product should be designed as we can see in figure 2 where it is clearly defined where the button to be pressed is so the user would have no confusion while using it.