

Interação Pessoa-Máquina

2024/2025

Assignment 1



Figure 1 – Switch button

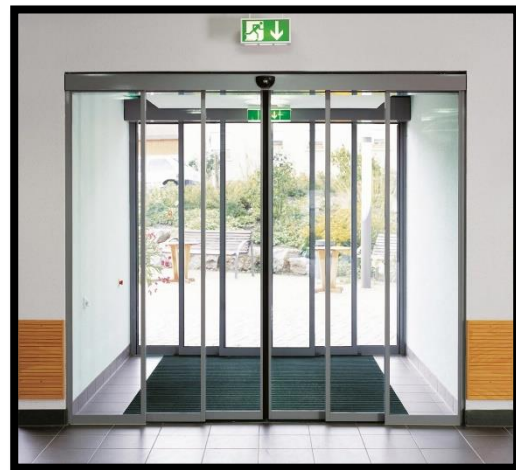


Figure 2 - Automatic Door

Authors:

70070, Pedro Peralta

Lab class Nº P1**Professor:**

Teresa Romão

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Bad Example of User Interface Design

Interface: Switch button

Bad Aspect: The user doesn't know the state of the button, if it's turned on or turned off, the user needs to confirm looking to the object what is the state of the object.

Improvements: A simple improvement for this Interface is adding a light inside of the button to represent the state of the button, if the button is on the light will be on, so the user knows that the object is already turned on.



Good Example of User Interface Design

Interface: Automatic Door

Good Aspect: The user doesn't need to learn how to use doors, whether to pull or push. The door doesn't need a caption to show the instructions on how to use the door.

This door is accessible for people of all ages, abilities, and capacities. Whether someone is in a wheelchair, carrying bags, or pushing a stroller, the door works the same for everyone, reducing barriers to entry.

