

Lab Class 1 - Individual Assignment

By
Rui Silva, No. 52686

As requested, I'll be presenting bad interface design and good interface design examples. I'll start off with the bad news and finish on a high note.

Bad interface design

For an example of a bad interface design, I decided to go with the example on the picture below:



This picture was taken at a movie theater. I think it's fair to say most people would agree having cup holders in armrests and a tray to lay popcorn or other food on is nothing to be upset about. Businesses know this. Here in Portugal for example having a cup holder in the armrest of a cinema is the standard practically everywhere.

In this instance however, in case you missed it, opening the tray will block the cup holder, preventing the spectator from grabbing the cup and taking a sip. Some solutions to this would be: replacing the tray for a smaller one if possible; if that's not possible for whatever logistical reasons (smaller tray could maybe not be wide

enough to accommodate a bucket of popcorn and reducing the cup size would be much more expensive in comparison), removing the tray; installing new armrests with cup holders closer to the backrest or even - in a more extreme case and all above mentioned aren't possible - reconsidering the chair disposition in the room, with more spacing between each seat row to accommodate the tray.

Good interface design

For a good interface design I kept it simple and straightforward. Here's the picture:



This was taken inside a public transport in the Netherlands. This pole was split in 4 different parts so that more people can use it at the same time. Another interesting aspect is that the pole doesn't reach the floor. With this many separations it would surely be harder for cleaning staff to sweep or mop the floor. There's enough room between the edge of the pole and the floor to be able to clean it thoroughly.