

Assignment 1

Good Design- Australian Crossing Road Button

For the good design I chose the Australian crossing road button. This interface is supposed to help people cross the road safely (with the help of traffic lights).

Its main good aspect is that it is fairly simple and easy to use. It has a big large button that you press to change the light for you to cross the road. But it goes beyond that. Alongside it you have information about the meaning of every different sign that is displayed on the traffic light. Another good factor is that it has characteristics that facilitate the use of it by people you aren't able to see. The arrow that is in the middle of it is textile so people can sense with their hands where the arrow is pointing so they know where the sidewalk is. Apart from that (and this isn't really a good interface design factor but more of a good overall design factor) is that along with all this, the button makes different clicking noises for each of the crossing phases. So you know just by hearing if you can or not cross.

All in all I would say this interface is pretty good because it is incredibly simple but at the same time retracts a somewhat complex chain of events. All to achieve safer roads.



Bad Design- Washing Machine Mode Selector

For the bad design I chose a washing machine mode selector. This interface's purpose is to choose the mode the washing machine will operate.

Now for its good and bad aspects. First and foremost, you can't tell what any button means without consulting the manual. You can make a guess but it might not be accurate. And this creates a problem in case of the manual being lost or not coming in the package. For overall daily use a person like me will probably just use the same mode over and over again instead of choosing the most appropriate one just because the interface is not explicit and overall confusing. In contrast, this method of "displaying" modes is cheaper than other solutions.

Concluding this analysis of the interface, I'd say that it is overall confusing and not explicit at all which can lead to errors or just an overall lack of use of appropriate functions. It probably was designed this way because it is cheaper than a digital interface. I'd say the best solution, if the company is disposed to spend more money on each machine, is a digital monitor that has a brief description of the mode you are hovering over. If the company doesn't want to spend more money, although it might not be the most visually pleasing, some side subtitles might do the trick to at least be informative enough for the user to choose the right washing mode.



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