

GOOD AND BAD USER INTERFACE DESIGN



VS



Assetto Corsa vs. Gran Turismo

IPM 1st Assignment

Made By:
Bravo Mota, 61359, MIEI
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The professor:
Teresa Romão, DI

Introduction

For this assignment I was asked to present a good and a bad user interface. Instead of searching on the internet for examples I decided to take the professor's suggestion and look for them on my daily usage of technology.

I chose to present some aspects of the Assetto Corsa(PS4) racing game as the bad user interface since it's something I use a lot and am not satisfied. I then decided to present the Gran Turismo 7, also a racing game, as the good UI since it's in the same area, it would be interesting to compare.

Bad example – Assetto Corsa(PS4)

It is important to refer that I'll be analyzing only the Assetto Corsa released in 2014 and the PS4 version since the PC version has a different UI.

Since console games are played with a controller, there usually is no cursor on the screen, therefore a common UI practice to indicate which button is preselected is to highlight it. In *image 1* the top right car is the one selected but because the highlighting is red and the background image is also red in that region, it's not very feasible.



Image 1

The next screen is from the car settings interface, *image 2*. For this there are different areas of the set up of a car. In this interface they're separated by tabs which is fine. The problem here is that to change tab you'd have to navigate upwards to the tabs' row with the controller arrows and then choose the tab. This takes some time. A good solution would be to move through tabs with a different controller button such as L1 and R1 (*image 3*).



Image 3

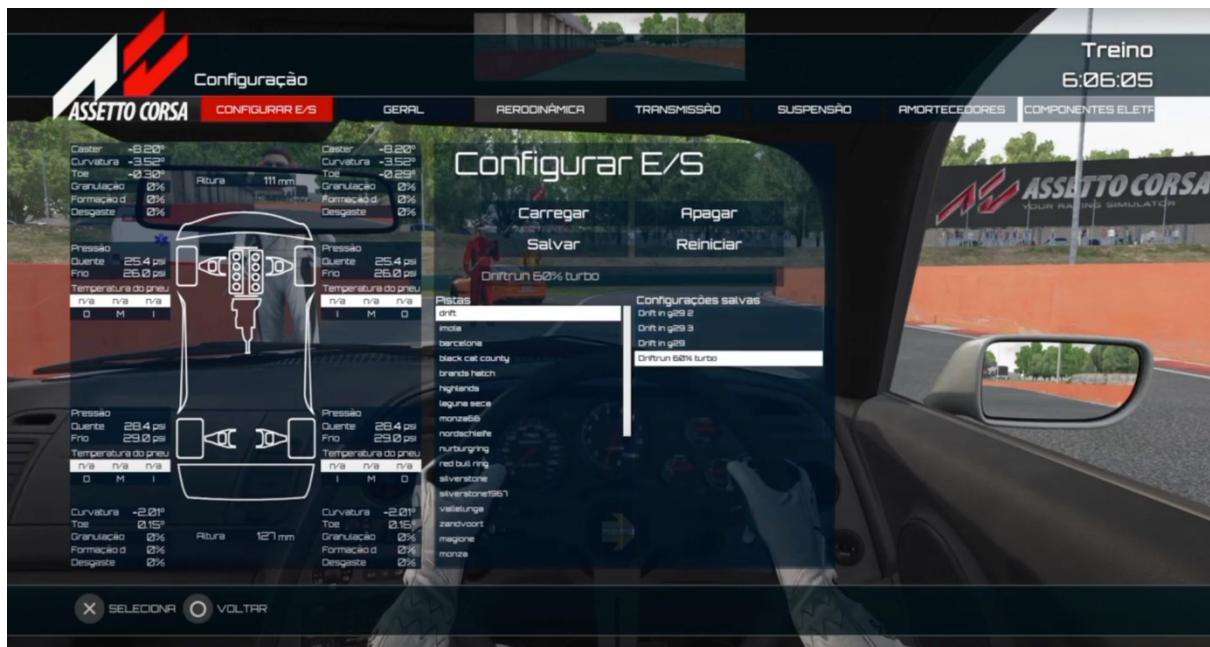


Image 2

Good example – Gran turismo 7

When it comes to “knowing where you are” Gran Turismo has a very good way to represent the preselected button. It is a combination of highlighting the button and also a cursor on top of it (*image 4*). Even though the cursor can’t be moved freely because there’s no mouse, it is a perfect indicator to the preselected button.



Image 4