

User Interfaces design

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Searching for user interface design examples for this homework, I went through a lot of articles related to good and bad user interface design in my mobile. But none of them were striking a chord with me as I was not experiencing it first hand. So I took a step back and started analyzing some good and bad experiences I had while going through those websites. Then out of the blue, I realized the mobile I am using has some great examples which I can present. So here are some of the good and bad user interfaces I experienced in Motorola mobile.

Good User Interface experience - Motorola gesture to screen print/capture



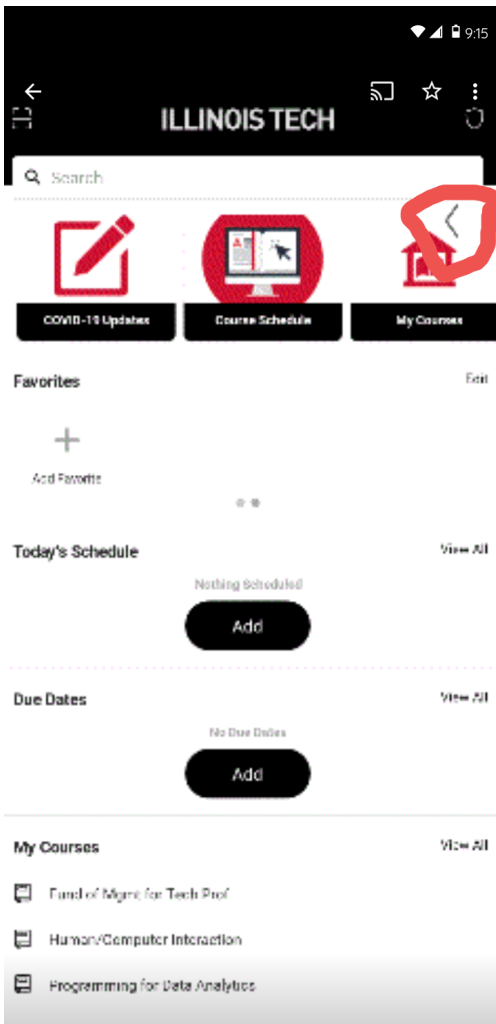
How many times have you struggled to synchronize low volume button and power button click to take a screen print of an article or image or conversation for your reference in your mobile? Yes, it's a headache to synchronize it and have to try at least 2 times on an average even if you have been quite expert in getting it right most of the time.

So Motorola recognized this struggle of mobile users and has come up with a simpler solution. A gesture feature available in Moto app if enabled, users can take screen print in mobile by just pressing three fingers for a longer time on screen. The screen prints I took of a lot of articles is proof of this.

Such an easy solution which will make life easier for users to take screen print without putting too much effort to master it. It seems Android(Google) and iOS(Apple) are still stuck with old ways even though touchscreen technology has evolved to record multiple finger touch, for some time now. Hope they take note of Motorola implementation and add it as a standard feature to make life easier for the mobile users.

So this experience made me realize even if end users are trained to perform an activity over a long time there is always room for improvement in user interface design as technology improves. We should always keep a list of activities which are relatively complex in our design and keep revisiting it to make it easier for users as our system evolves with the changing technologies.

Bad User Interface experience - Motorola back navigation gesture



As mobile screen size is increasing every year and on the verge of becoming tablet size (assuming 7 inch is where devices are called tablet, since most of the basic tablets start from 7 inch screen size), operating a mobile in single hand is becoming tougher and tougher. So mobile manufacturers are trying new designs to get around this challenge.

Motorola has tried to handle this scenario by introducing a single finger gesture - swipe left from the right edge of the screen. As seen in image a right arrow or less than symbol is displayed when this gesture is performed and executes the back button action on the app you are currently on.

This is an amazing user interface design which avoids the user stretching to the left bottom/top corner of the screen in a mobile while trying to navigate back from the screen they are on.

But this design becomes an issue when there is a side scrolling feature on the screen. When the user wants to navigate back from the page then the mobile just scrolls items on the scrolling pane - right to left. And sometimes when a user is trying to scroll items in an app then it tries to initiate back navigation action. Think of a Tinder app user, if they don't like the person and try to swipe left then the mobile will close the app making them second guess their choice(hypothetically), or they may feel happy if they were rejecting a lot of people that day.

So a well intended design becomes a failure when all possible scenarios are not considered and tested. Testing only on simpler apps like a newspaper or uber eats which has only up and down navigation won't cover all use cases. As user interface designers we will have to always look for more use cases for the scenarios we are designing. Always look for any feature in the system we are designing which may go against the intended design and try to address those scenarios too.