



# Model S Touchscreen UI

Palo Alto, California  
Summer Internship, Olin Year 3

During my summer was at **Tesla Motors**, I had the opportunity to work on the recently-launched Model S.

I was one of 3 interns to interact with the complete car on a daily basis with user behaviors testing. During this daily vehicle interaction, I started watching fellow testers too, specifically with the User Interface (UI) touchscreen.

Aim: How did people interface with the 17" screen? What did they enjoy, fumble with, and get confused with?

Design: Over a few weeks I noticed some common problems and **paper prototyped some re-designs**. By following-up with usability tests on fellow engineers, I was able to judge their likes/dislikes/confusion with my user-interface design. Iterations followed.

**Result: I presented my top 4 UI changes to the UI design manager.** He kept some of my drawings and said "he'll think about my suggestions." I was very excited to have done given the design team some changes to think about. After all, the touchscreen is a paradigm-shifting gem in the automotive world and the team is very open to improvements.

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Overall, user interface and experience is the field I want to work in. It is fascinating to watch people immerse/avoid technology in their lives. I want to make it a natural and satisfying experience for them.

Working with the huge 17" display on the Model S meant that I could spend some time on its usability. I'm happy I got to interact with the Tesla Design team and I've learned how to improve as a designer.

Thank you Tesla, you are revolutionary.



Wired Magazine: Model S Interiors  
Steering Wheel & Touchscreen