

Interação Pessoa-Máquina: Assignment 1

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Bad Interface:

I'll start off with YouTube Mobile's Video settings. In previous versions of the mobile application, going into the video settings allowed you to easily change video resolution, playback speed and turn on subtitles. You would simply click on whatever you wanted to change and select from a range of options with fair ease. In the latest version, changing the quality of the video makes you take an extra step, what I mean by this is that instead of displaying resolution options straight away – as seen in Figure 1 – and allowing the user to select the one he or she wants, it displays a menu – seen in Figure 2 – allowing the user to select, among others, “Auto” mode, which automatically changes resolution as your data allows (not always responsive), and “Superior Quality” mode, which unlike its name suggests, DOES NOT select the highest quality available. To select the highest quality available the user would need to select another option labelled “Advanced” which then displays the previous application version's menu, allowing the user to specifically select the resolution he or she wants. This change not only adds friction to a commonly used functionality, but also introduces options that do not work or give feedback on the success of what they are intended to provide.

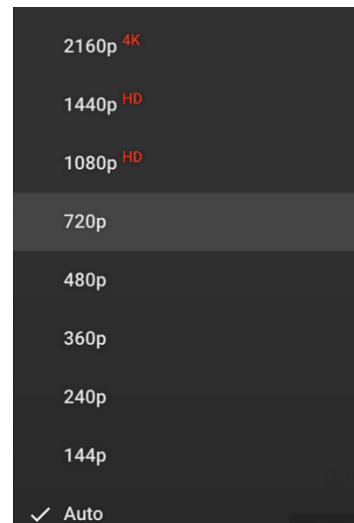


Figure 1 – YouTube mobile's previous version menu

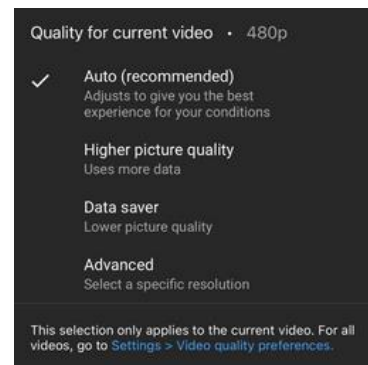


Figure 2 – YouTube mobile's current version menu

Good Interface:

It's time for a good interface, and I may be biased for presenting it as I've used the application for a long time, but during my usage it has not always been perfect, but it surely made improvements over time.

The application is called Nike Run Club, and as its name suggests, it's Nike's running application that allows users to track their running progress. The application, from my point of view, has a very intuitive design that allows any user to approach it like they've used it for years.

It starts with a menu – seen in Figure 3 – that allows the user to pick the duration of the race (or another objective like speed goal, etc), change race settings such as the environment they are running in, music to listen to and finally the button to start the race itself, that transitions into another menu used during the race – Figure 4.

The application has many other functionalities and they are all very well presented, with no clutter and friction, designed to be used as quickly as possible so the user can start their running without getting stuck in the app.

I believe another reason for it's success is that it combines it's ease of use with functionalities that users expect from this kind of application, so when they use it for the first time, they know exactly what they want to do and it's right in front of them to do it.

The only thing that may interrupt the use of the app is the request to turn on GPS, but that is something out of the developer's control and can be easily avoided by turning GPS on prior to using the app.

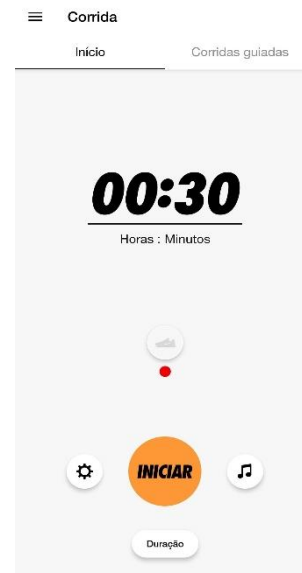


Figure 3 - Nike Run Club's starting menu

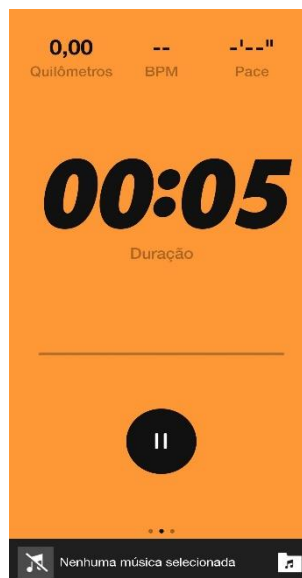


Figure 4 - Nike Run Club's in race menu