INTERFACE DESIGN

Interface design is the study of how systems are structured, with a focus on maximising usability and user experience. The goal is to make the user's interactions as simple and efficient as possible.

On the HCC Workshop website, launch the **Interface Design** activity. Read each of these pages to learn more about these processes.

ACTIVITY

In this activity, you will be able to compare a variety of different eReaders to evaluate the pros and cons of various interface features.

Launch the activity instructions by clicking the 'Get Started' button on the Interface Design page of the HCC Workshop.

Evaluate the interfaces of e-readers

Get started

Review at least two different e-readers and think about how easy it is to use each of them. You can do this individually, or together in your group.

	Device 1	Device 2
Device label (eg: A or K)		
For each of the below actions, rate the experience from 1 (Very Hard) to 5 (Very Easy).		
Turn on the device.		
Find an eBook on the device starting with the letter M or N.		
Open one of these eBooks.		
Find the second sentence of the third paragraph in the eBook.		
Increase the font on the eReader.		

How readable is the text?.		
For each of the below questions, note down your thoughts.		
What would you improve on this eReader?		
What do you like about this eReader?		
What do you dislike about this eReader?		
Other comments and notes:		

In groups, discuss your experiences to help you find answers to the following questions. Take some notes on this worksheet. If you get stuck, talk to one of the ANU Instructors.

QUESTIONS

1. Which e-reader did you prefer personally?
2. Which e-reader did your group decide is the best designed?

3. This activity is an example of performing a heuristic review. What are the advantages and disadvantages of evaluating interfaces in this way?

4. What are some other potential methods for evaluating interfaces?

5. Interfaces extend to more than just physical devices. Can you think of examples of websites that have bad interfaces?

6. What features make interfaces bad or difficult to use?

7. What features make interfaces good or easier to use?

8. Everybody has their own interpretation of good and bad design. How many people do you think you would need to participate in an interface review? What factors influence how many people you choose?