

Project 1 Report



Full Interface



Starting Microwave



Memory Button pressed



Soup Button Pressed



Weight Defrost Button pressed



Power button pressed

Problems: The current design especially around the display shows flashing symbols that have no context of what they mean and how to change them. The different “Cook” settings do not tell you what they do. Memory button does not have a visible functional use. Weight defrost button does not give a unit of measurement to use. Power button is a broad term and could be mistaken with turning on and off the microwave.

Common Uses of a Microwave:

1. Heating up food
2. Boiling water
3. Defrosting Freezer Food
4. Timer

Conclusion: The microwave is straight forward on heating up food, using the kitchen timer, and defrosting food because there are dedicated buttons.

Boiling water is a guessing game with no dedicated button.

Rare Uses of a Microwave:

1. Disinfecting Kitchen items
2. Proofing dough
3. Make Baked Potato quickly
4. Fruit Juicing

Conclusion: The microwave can easily bake a potato as there is a dedicated button that has custom settings that run when pressed. Proofing dough is harder and must be watched. Disinfecting items is not easy as you can not tell just by looking at the items and would not be smart to do in this microwave. Increasing fruit juice yield is harder and a guide must be looked up online to do properly.

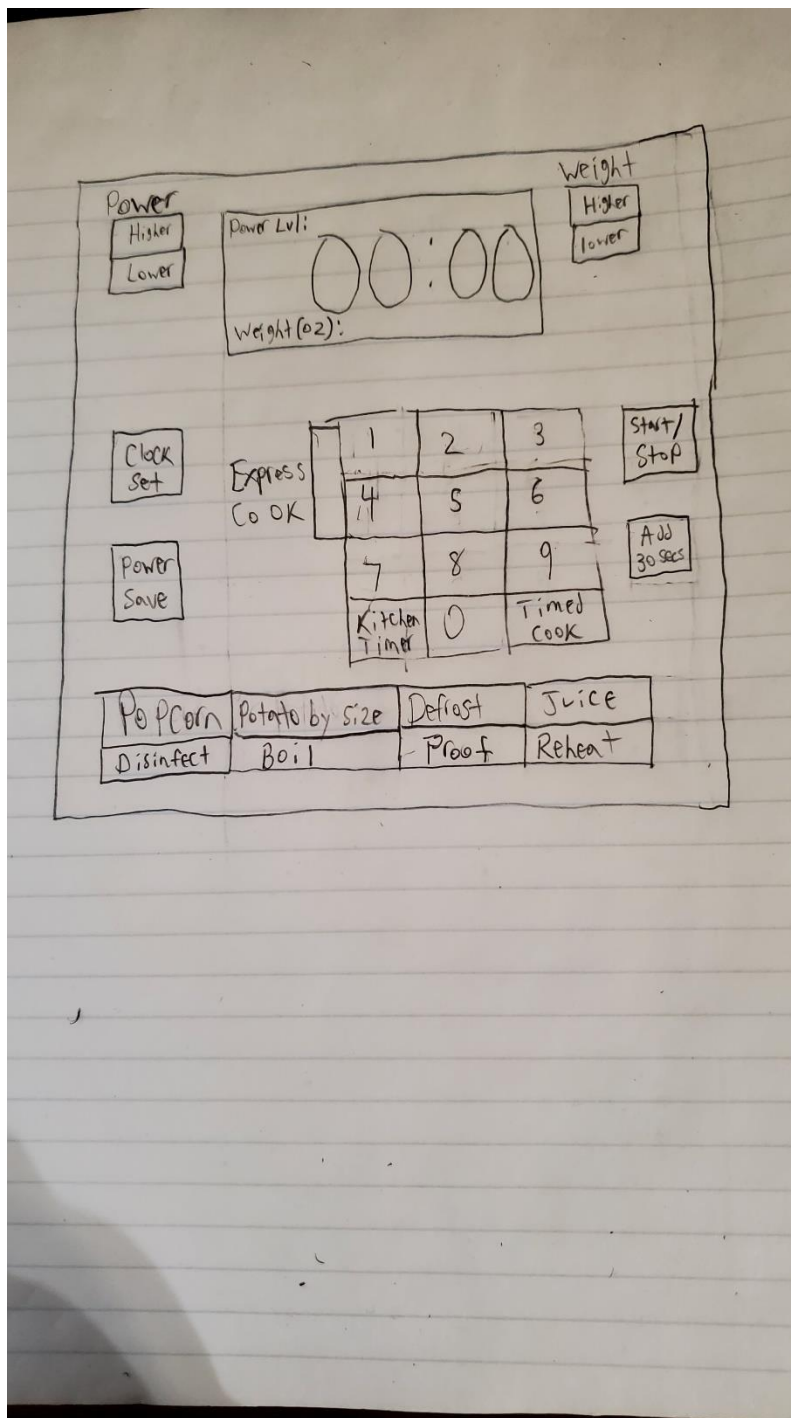
Common Microwave Interaction: User mainly hits the express cook buttons which is 1-6. When pressed the microwave turns on for that amount of minutes at default settings.

Figuring out how to use: User must read through the manual that comes with the microwave or figure it out through trial and error if no manual is available.

User feedback by microwave: Microwave beeps back to user when a button is pressed which different intensities if the option is allowed or not. Microwave will

make a distinct beeping noise when it is done heating something or the kitchen timer goes off. Lights will flash when buttons are pressed and different symbols will light up.

Common Mistakes: Some common mistakes would be overheating or burning items when pressing custom buttons as they are not finely calibrated to all foods of that type and not understanding certain measurements depending on what region of the world the consumer comes from.



Updated Interface