

CS-570 Homework#1

Bad UI experience



Apple Magic mouse is one of the worst UI design I've ever experienced.

This mouse is thin with glass surface and aluminum body, so it looks really cool and feels well manufactured. But its compact size does no good to the operation.



I have to hold the mouse by three fingers with some force to keep it move with my hand. There is no problem if I only operate it for a short period of time, say several tens of seconds, while in case I'm working on some mouse intensive task, that's another story. I used to work on a workflow diagram for my paper, as you know it's actually a drawing task. After around 15 minutes holding the mouse, my hand felt really fatigue especially the third finger and the pinky.

From my point of view, it could be thicker so that I can lay my whole palm down, thus hold the mouse steadily with a more "natural" posture. I think the design of this mouse is more aesthetic than functional(ergonomically). Basically people buy mice to use rather than to watch.

Good UI experience



The plug of Apple MagSafe power adapter is a good UI design for me.

I feel it good in usability from several points:

- It magnetically connects to my laptop. In case I accidentally pull off the power cord, the plug can harmlessly disconnect from the socket so that keep my laptop and power adapter safe.
- It is bi-directional. The shape of the plug and the pins are symmetric, which allow me connect the plug to my laptop on one side or the other. So that I don't need to worry about if I connect it right or not - it won't go wrong.

The only thing I'm concerning about this product is the durability. I used to break the cord due to heavily usage. It seems Apple already improved this by using a stiff cord. But I think it could be better using wireless powering technology to make it more durable and convenient.