* Personizable interface
* Login attached to email
* Have it remember what you use the most and make that the most easily accessible
  + Fix the whole menus and dialogues issue?
* Projection onto the desk so that it can be used in class without the need for laptops
  + Like the keyboard that projects onto any flat surface
  + http://www.virtual-laser-devices.com/

When it comes to the Headmaster interface, the first thing that comes to mind is “boring”. The purpose of this web service is to provide students with a way of looking up their academic information as well as the ability of teachers and faculty to look up information about any student they need to access. Since the subject of the web service isn’t anything super enticing (entertainment-wise) the easiest way to improve satisfaction is to make the interface more welcoming. Another metric that seems like it could be improved is efficiency. Since the forms, menus, and buttons are all pretty generic, the learnability of this interface is pretty quick, the memorability of the interface is pretty low (time-wise), and the errors will be low as well, simply because these types of interfaces are implemented often and tested widely. The two metrics that could be improved are satisfaction and efficiency. Since satisfaction has to do with how the user feels, then the first thought that comes to mind is, “make the user feel at home”. Since this web service is not a game or anything actually entertaining, the other main option for satisfaction is creating a homey interface. In terms of efficiency, the user will be interacting with this interface often, so there should be ways to make the web service easily accessible as well as quick to maneuver through.   
 The elements of the dream Headmaster interface that would improve efficiency will also end up improving the user’s satisfaction because of their global effect on the web service. The first element of the dream interface that I would have is the ability to link it to some other login. That is, if the student uses their email account more often than Headmaster, then they should have the ability to link their Headmaster account login to their email so that when they are logged into their email, there is a link to their personal Headmaster account somewhere on the page. This would improve the efficiency of the interface because the login would get dealt with when the user logged in to their linked account. Because of this, the user would not be affected by the time that it takes to “log into Headmaster” because they wouldn’t be aware of the logging-in process as it occurred alongside the login to the linked account.  
 Another way to improve the efficiency metric would be to create keyboard shortcuts to different elements of the web service. This way, if a user uses one element of the interface more often than another, say Proposals under Grants, then they can just use the keyboard shortcut to get to Proposals rather than navigating their way through the menus at the top of the page. One thing to note is that this interface doesn’t have very deep menu options, but one day it might, and increasing efficiency in any way possible is always a good idea (unless increasing efficiency means decreasing some other metric).  
 This next element of the dream interface is helpful for satisfaction as well as efficiency. In the past few years, touch screens have become very popular because the user feels like they are able to interact with the interface on a more direct level, let alone now they can use all their fingers instead of one mouse. Since this interface is built for students and teachers to use, one element of the dream Headmaster interface could be the use of a projected interface. There is a device made by ??? which connects to a computer and projects a keyboard onto a flat surface that the user can then type on to interact with the computer. This would be really helpful in a classroom setting. That is, if the teacher wanted all their students to look something up on their Headmaster account for an activity in class, the school cold have these little projectors on the edge of each desk and they could project the headmaster interface onto each student’s desk. This way, students wouldn’t be required to bring their computers to class (especially if they didn’t have one) and the teacher could still move on with navigating through and using the Headmaster interface. This would make the interface even more easily accessible because it would be compatible with a small piece of technology that could be put on everyone’s desk in a classroom. Also, if everything were being projected onto a flat surface, then the user would be able to interact with the interface on even more of a direct manipulation-type level. The whole interface would have to be rendered in such a way that the user could interact with it like a touch screen.  
 In terms of improving the satisfaction of the user interface, the homey-ness is easy to improve. The interface should allow the user to personalize it. Simple things that would make the user feel like their Headmaster account is really theirs are things like changing the background or allowing the user to organize the page in the way they feel fits best. This could be implemented in such a way that the toolbar at the top of the page could be manipulated so that the choices on the menu could be put in any order.