

Assignment 5

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Design and create two different user interfaces for entering field observation data for the forest tree census application: Date and time of observation, tree-ID, tree name, tree type, GPS location and measurements need to be entered to the application. Critique on both user interfaces taking into account the design and general UI principles.

I have taken into account 2 UI designs, one following the UI principles and the other one that does not follow any.

The image shows a forest scene with tall trees and sunlight filtering through the canopy. In the center, there is a white rectangular overlay representing a mobile application screen. At the top of the overlay, the text "Forest Tree Census" is displayed in a large, bold, white font. Below it, the subtitle "Field observation data portal" is shown in a smaller, white font. The main form area is divided into sections: "Tree Details" (with fields for "Tree Name" and "Tree Type"), "Date and Time of Observation" (with a field for "Date"), "GPS Co-ordinates" (with fields for "Latitude" and "Longitude"), and "Tree Measurements" (with fields for "Height", "Girth", "Crown Spread", and "Volume"). A large orange "SUBMIT" button is located at the bottom of the form. The entire application is set against a background of a forest floor with green grass and fallen leaves.

UI 1 - Designed according to UI principles

Forest Tree Census

Tree Details

Tree Name	Tree Type
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Date and Time

Date	Time
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GPS Location

Latitude	Longitude
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Tree Measurements

Height	Girth	Crown Spread	Volume	Submit
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UI 2 - Poorly designed user interface

Detailed Comparison of the 2 UI designs:

Consistency: Used the same font style and size, as well as the same button designs.

UI 1 - is pretty consistent, all the user input fields are aligned - all fields fits in box

The screenshot shows a mobile application interface for a forest tree census. On the left is a vertical image of a forest scene. In the center, there is a title "Tree Measurements" above four input fields: "Height", "Girth", "Crown Spread", and "Volume", each with a horizontal line for input. Below these fields is a large, rounded rectangular button labeled "SUBMIT" in orange text. The entire form is contained within a white box.

UI 2 - the input fields are not aligned properly

GPS Location

Latitude	Longitude
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Tree Measurements

Height	Girth	Crown Spread	Volume	Submit
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Reduce the stress on your short-term memory:

UI 1 - One an input field is selected, the placeholder shifts on top. This could help the user in remembering what the field is for

The screenshot shows a mobile application interface for a forest tree census. On the left is a vertical image of a forest scene. In the center, there are four input fields: "Height", "Girth", "Crown Spread", and "Volume". The "Girth" field is highlighted with a blue border. The placeholder text "Girth" is positioned above the input line. To the right of the input fields is a "Submit" button. The entire form is contained within a white box.



UI 2 - The placeholder disappears once the user starts to enter data in the field

Height 43

Meaningful suggestions - Autocomplete for commonly used fields:

UI 1- Provides autocomplete feature for fields like date, time and location

UI 2 - No such features provided



Date and Time

Date Time

Universal Usability - Interactive options for users:

UI 1- Date and time pickers available

UI 2- No such features available

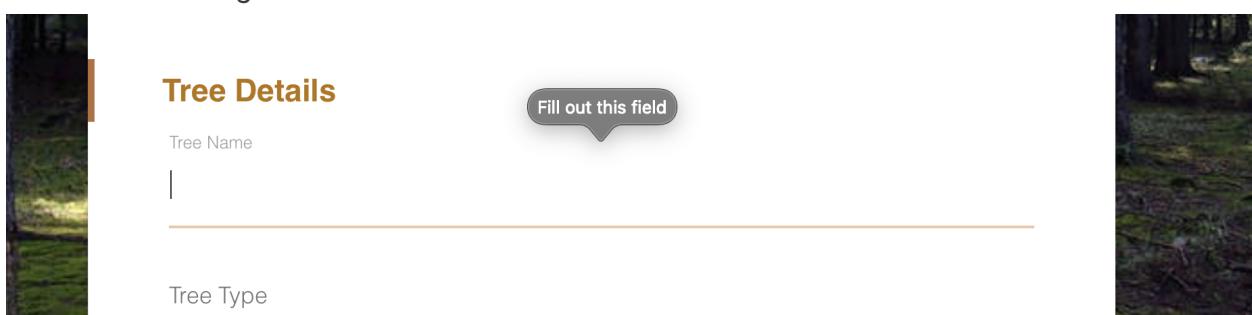
Prevent errors:

UI 1 - Form Checking before submitting, this prevents load on the server side

If a mandatory field is missed by mistake, the software does not hang after clicking submit.

Users are alerted to the error.

UI 2 - No checking done on the client side on submit



Unity - The term "unity" refers to a screen's entire "homogeneity." How well all of the elements blend together.

UI 1 - All elements blend together in UI 1

UI 2 - Very uneven design

Visual appeal - Good UI interfaces have attractive designs

UI 1 - Contrast colors, background images used to make it more user friendly

UI 2 - Has a very pale appearance, which might not catch the user's attention