

To get a C, you need to:

- Find an elevator in the apartment/campus/hotel.

Electrical Engineering and Computer Engineering building elevator.

- Only one example for each student.

Probably someone will have this one also but, let it be.

- Take photos of the control interface



- Show a gif image of the control interface in operation.

I made a gif

- Find the issues with the current design.

The information the elevator interface should be natural and logical. Having the floors go listed in a horizontal line makes people look twice before selecting the correct floor. It's more natural to have a vertical interface.

- Explain why it is bad.

The buttons are all over the place, the most used ones should be nearest to the entrance (in this case the panel is on the right of the elevator). Also, the options that use keys are in between the buttons, which is strange and unnatural.

To get a B, you need to:

- Think about the common things that you use an elevator. List your most common uses and other more rare uses. Does the interface make doing those common things easier?

Common uses: to quickly move up and down the floors, to move larger objects to different floors, to move up and down multiple stories that would be difficult to walk (i.e. floor 1 to floor 8)

Rare uses: unable to use stairs due to injury, unable to use stairs due to disability

- Think about how the user interacts with the elevator. What is the common sequence of actions?

1 the user selects the direction they want to travel using the external interface

2 the user selects the floor which they want to travel

3a the user presses the hold door open button until all passengers have entered

3b the user presses the close door button

- How does the elevator support the user figure out how to make it work?

Using visual items like floor numbers, colors (i.e. red for emergency buttons), and the locations of the buttons.

- How does the elevator provide feedback to the user?

By using lights or sounds to indicate the user selected something or that a process has come to an end. For example, the button the user selected lights up and when the floor is reached a sound is played.

- What are some common mistakes you can make with this current design?

It's easy to select the wrong floor because of the horizontal design. Especially for blind users, because they need to put read the braille in order to select the right floor and may accidentally brush their hands over the other floor buttons.

The fact that there are seemingly 3 different emergency buttons are confusing. Assuming they do the same thing, they should be combined into one

- Suggest the improvements to make on the control interface. Sketch your solution. And justify your design decisions.

Make the design simpler

Reorder the floors

Put the floor number on the button

Change to one button

Move the keys near each other

- Come with your design for the touch screen? What is the screen size that you want?

Larger screen 10.5" x 17"

Design is drawn will be digitized

- Design and implement interactive features
- Design and implement user feedback
- You can use any tools you want including Processing, javascript, or even power point.