

What have I done to implement BadUI:

1. Distorted Input for First and Last names:

When users type their first or last name, the input does not correspond to the keys they press. Instead, random or incorrect characters are displayed, breaking the expected direct relationship between the keyboard and the displayed text.

2. Username Field Behavior:

For the username field, the input is restricted to a single character only. When a user tries to enter a username, the only pressed character will be shown in the display. The user won't be able to see the whole username.

3. Password Field Visibility:

Passwords are displayed in plain text instead of being hidden, violating the fundamental security practice of masking sensitive information.

4. Swapped Date and Month in the Slider:

The date and month sliders are manipulated so that when a specific date (e.g., 12th May) is selected, it is displayed in a reversed format (e.g., "05/12/2002") to confuse the user. To add in this months can take values from 1 to 31 which will create more confusion.

5. Submit Button Malfunction:

The submit button is deliberately made non-functional. Additionally, when clicked, its size changes, and the text "Submit" is displayed vertically, disrupting the user's ability to interact with it effectively.

Assignment Questions

1. 1 paragraph explaining what learned behavior or expectations in a digital interaction that you based your GUI design off of.

In my GUI design, I leveraged common user expectations for input and form submission. Users generally expect input fields like first name, last name, and username to accurately reflect their typing, with smooth and immediate updates. For sliders, users anticipate that moving the controls will directly and logically adjust values (like a date of birth displayed in MM/DD/YYYY format). Finally, the submit button is typically expected to perform its designated action, such as saving data or displaying a confirmation message, with a clearly labeled and appropriately sized button. These

conventions are deeply ingrained through repeated use of forms and interfaces across various applications.

2. 1 paragraph describing how your design subverts or takes advantage of that prior knowledge to trick or frustrate the user.

The GUI intentionally disrupts these learned behaviors to create a frustrating experience for users. For instance, the first name and last name fields deliberately distort user input by displaying unexpected characters, challenging their reliance on predictable typing outcomes. Similarly, the username field disregards the diversity of user input by repetitively displaying the same pressed character, undermining user control. The sliders for selecting a birthdate swap the day and month values in the output, confusing users who expect a logical correspondence between input and display. Finally, the submit button fails to perform its intended function and instead changes size and displays vertically aligned text, adding to the user's confusion and frustration. By taking advantage of users' prior knowledge of consistent, intuitive design, the GUI creates a terrible experience that highlights the reliance on established design conventions.