

## SENG1010 TASK 2

### LEV POTOMKIN

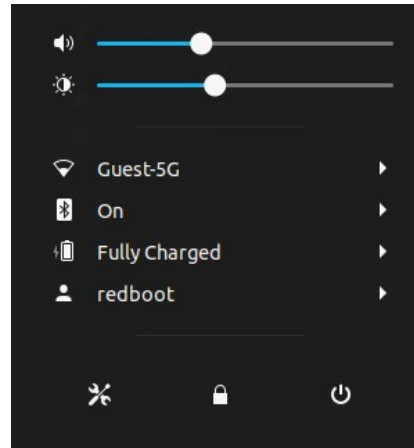
#### UI METAPHOR

Sun (brightness), Tools (settings), Lock (logout)

GNOME 3 Desktop Environment

Sun icon represents brightness of the screen, which is reasonable, as people are exposed to the brightness of the sun every day. Lock icon is for logout – user might think of it as locking a computer, so no one else can access it. Tools icon as settings metaphor is also a good idea, because even that not everyone is using such tools, everyone knows what they are for.

Overall the metaphors used in GNOME are useful and give a clear idea of what a certain button is for.



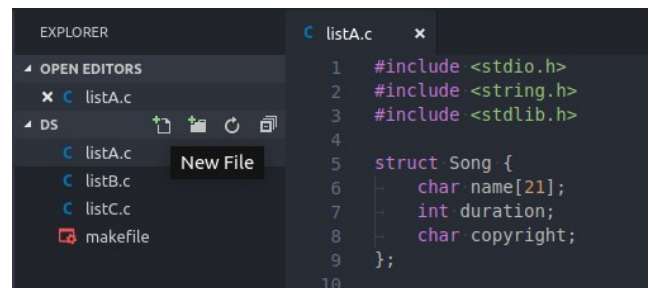
#### UI DESIGN PRINCIPLE

Always provide feedback

Visual Studio Code (Text Editor)

On the screenshot we can see a tool-tip that appears when hovering over an icon. This is a good way to provide feedback, so the user knows what happens if he/she clicks it, and that this is button actually works.

We can also see code highlighting – keywords are displayed with special color so that user knows he/she didn't make a typo – a good feedback technique.



#### EVALUATION

Item	Grade
Metaphor	/ 5
Design Principle	/ 5
Subtotal	/ 10
Penalties (if applicable)	
Total	/ 10