人机交互实验课作业 3

1. **UI Critique 独立作业，ddl 10.16 23:59**

Find one example of good user interface design, and one example of bad user interface design.

Your examples should be specific. It's very hard to find a large interface that's completely good or completely bad, so don't try. Instead, focus on a particular feature(s) or aspect(s) of a user interface that makes your case. Avoid fuzzy words like "intuitive" and "user-friendly". Be as precise as possible about what makes it good or bad, making explicit reference to the design principles, design postures, elements of cognition, cognitive frameworks, and/or theory of experience design discussed in class. For example, don't just say that it "looks professional." Use your critical thinking skills to explain what makes it look that way. Don't just say the interface "is confusing." Explain what specifically makes it so.

You are not limited to desktop software. Web sites offer many great candidates for fame and shame. Mobile applications are also great options.

作业格式:

Post a PDF report that includes one good example and one bad example. For each example:

1. provide a paragraph briefly describing what the application allows users to do (its overall purpose)

2. provide screenshots that help illustrate your points (if screenshots are not possible, provide sketches)

3. In a bullet list, provide 5 reasons why the example good or bad by making explicit reference to concepts learned in class and in the readings, as discussed above. Do not just list a relevant design principle, cognitive framework etc., rather use the concepts learned in class thoughtfully critique the system, providing a well-argued rationale for why the system is a good or bad design in light of what you have learned in class. Each bullet point should be approximately a paragraph long.

4. For each of your 5 reasons for why an interface is a "bad design", speculate as to why it might have been designed that way, and suggest a creative re-

design to address the shortcomings you'

ve identified. Think creatively about how the software could be redesigned