

## USABILITY I SUMMARY

In this block, we learnt by seeing examples of what-not-to-do in the usability department. The general definition we were given was: "usability is about creating effective user interfaces". Other ways of regarding this feature on the web are: "practical", "consistent", "handy", etc.

The first instance of a non-usable interface was the "Certificate of Achievement" example. It was pretty illustrative of a common interface problem: creating new rules for the user, inconsistent with his customs. The designers tried to account for this matter by writing instructions, but they were hardly readable and overall ugly. The professor remarked an efficient solution: to replace the exotical "discrete scrollbar" with a listbox.

Then we got two more, less extense, examples. One was critical on Gimp's lack of static menus, which are replaced by unfoldable submenus with uncomfortable immediate hovering action mechanics. The last one criticized MS Clippy's intrusiveness and uselessness.

Actually, there was a secret, hidden example, but I'm not allowed to talk about it here, on a fourth paragraph.