Proficiency Check 1025a

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Questions

1. What, typically, is the weakest usability metric of the menus/forms/dialogs interaction style, and why?

2. Name a feature that can be included in a menus/forms/dialogs user interface that addresses this metric.

Answers

1. Satisfaction, because menus/forms/dialogs are not meant to look or appeal to their users. They are supposed to be easy to learn, memorable, and in some instances efficient. For example, keyboard shortcuts to a menu allows for more efficiency. Making menus that are satisfying may distract the user when they are trying to figure out how to complete a task.

2. Menus/forms/dialogs are supposed to be highly learnable. The new version of Firefox is trying to make their browser more satisfying by simplifying their top menu bar down to a single orange drop down menu called the "Firefox Button". This may look satisfying and sleeker, however the vastly different menu system as compared to Firefox's previous version makes it harder to learn and thus less memorable. Also, they condense all tasks to a single menu instead of having everything spread out on the top of the browser page.