Bad Design

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Modern Light Switches

Why it's a bad design

- ❖ What switch turns it on/off?
- ❖ Which switch controls which lights?
- ❖ What are the groves for?
- ❖ App connectivity? More Problems?

Human Factor Principles Violated

Usability

User Experience

Consistency and Standards

Error Prevention

Recover from errors

Human Factor Principles Violated

❖ Usability: Lack of labels or explanation create difficulty in use.

❖ User Experience: Poor first user experience, poor usability creates a poor experience

❖ Consistency and Standards: Different switches will do different things in different homes. Light switches are programmed and customized, resulting in a multitude of different outcomes.

❖ Error Prevention: Error prevention is low. The buttons are close and some touch screen resulting in easily pressing the wrong button. Using at night can be difficult when you can't see all the buttons.

❖ Recovery from Errors: No display can make it hard to recover. Which buttons turns of the lights or the music? Do I need to click and hold, click just once, double click?

❖ These are just a couple of the Human Factors violated. Not all switches have the same problems and require different solutions.

How it could be improved?

- Labels (noticeable at night)

- More tactile buttons

- App connectivity (good or bad)

- Swappable buttons

- Tablets?

- A universal layout

Thank You

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