

Submitted by Group 36

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DIS1 WS 19/20 Assignment 2

Applying Design Principles to Evaluate and Redesign UIs

Task 1

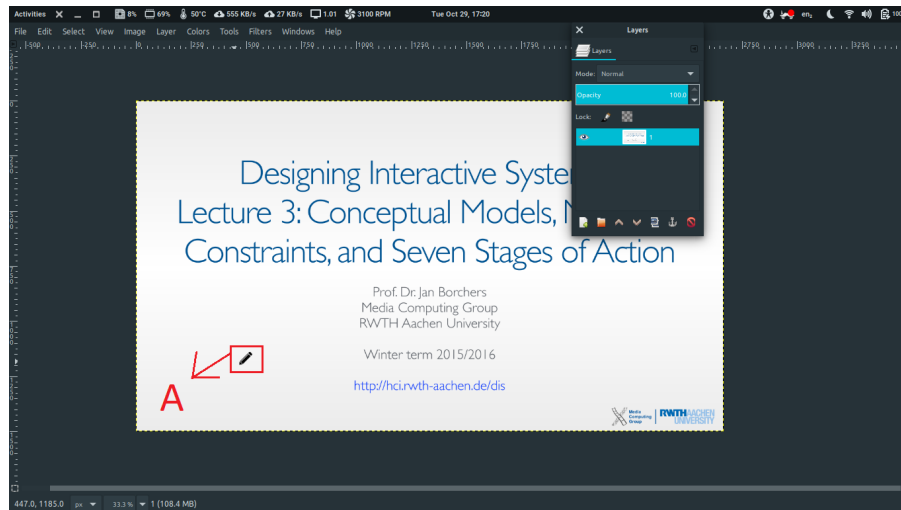


Figure 0.1: GIMP

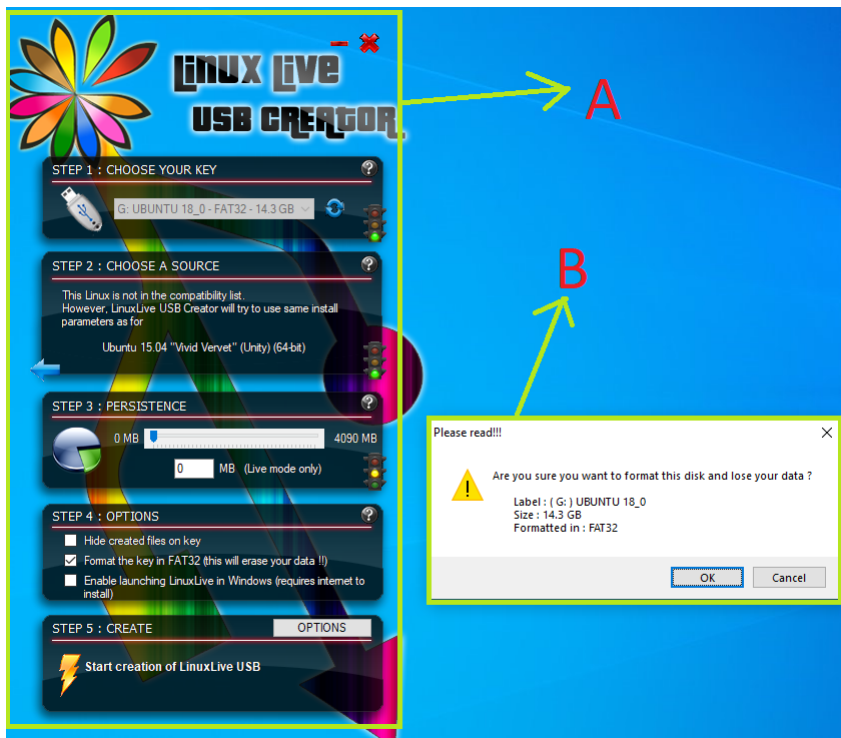


Figure 0.2: LiLi USB Creator

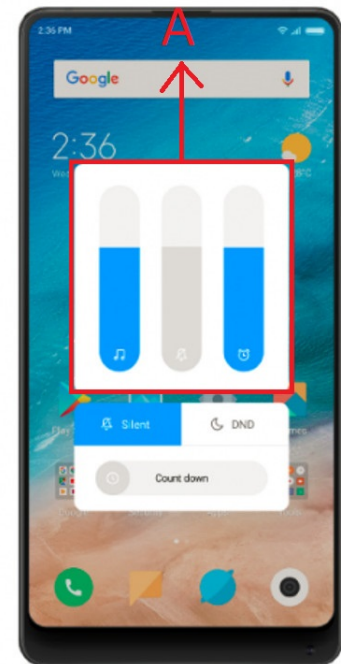


Figure 0.3: MiUI:
UI of Xiaomi brand phones

Natural Mappings and Forcing Functions: Examples

Natural mapping with spatial analogy: telephone voice control buttons

MiUI:A has volume-up on the up, and has the volume-down just below it. This layout of volume adjustment with a slider, in a sense, makes increasing the volume with pulling the slider above and makes decreasing the with pulling the slider below, similar to the real-world version arrangement.

Natural mapping with perceptual analogy: image editing application's pencil symbol

GIMP:A has the pencil symbol as the imitation of the device itself. Although we are not actually controlling a real pen, the pen shaped indicator in place of the cursor definitely helps.

Natural mapping with cultural analogy: Linux bootable USB creator tool's layout

LiLi:A has an order from top to bottom, which is a natural analogy. It courts you step by step downward through its graphical interface, with each step requiring you to complete the previous step. We people tend to naturally follow this pattern.

Forcing functions: confirmation of target in Linux bootable USB creator tool

LiLi:B warns user about the future deletion of the data that currently resides in a USB. User has to confirm that they are sure to use that USB, and willing to continue doing so.

Task 2



Figure 0.4: Home Appliance Picture for Task 2

Task Description:

Potential Gulf	Stage	Formulation of Stage
	1. Goal	User is sleepy and he/she want to make a nap.
	2. Plan	Change currently turned on light in the room to some kind of sleep mode or just turn off the light.
	3. Specify	User is determining how to get this plan done. User has two ways to achieve the goal: use light switch on the wall or use a pilot. User decided to use a remote control. He/she also decided to click SLEEP buton in order to switch to sleep mode in the room.
	4. Perform	User is clicking SLEEP button.
	WORLD	
	5.Perceive	Light signifire is turn on on the remote control. In the user's room was immediately flash of light.
The gulf was when the user was trying to figure out what happened. The idea was to prepare room to user's nap. But the expectations failed after clicking SLEEP button.	6. Interpret	User is trying to make sense of and interpreting what happened in the room.
	7. Compare	User was wanted to turn on the sleep mode in the room. Or even turn off the light. But regarding to his/her action, gets unknown feedback, definitely unexpected.

Task 3

Example of a home appliance more closely associated with level *****;



Figure 0.5: Placeholder Image for Ex1

Justification:
placeholder

Example of a home appliance more closely associated with level *****;



Figure 0.6: Placeholder Image for Ex1

Justification:
placeholder

Example of a home appliance more closely associated with level *****;



Figure 0.7: Placeholder Image for Ex1

Justification:
placeholder