Hello, everyone!

Today, I'll discuss the Gestalt principles in the design of a treadmill's control panel, highlighting four key principles.

The first is the **Principle of Proximity**.

The treadmill's control interface groups related information, such as incline, speed, distance, calories, time, and heart rate, for easy recognition. Even in the operation interface, buttons for incline, speed, start, and stop are placed in dedicated areas, allowing users to quickly access key functions.

The second is the **Principle of Similarity**.

The treadmill's operatipn interface uses similar designs for incline and speed buttons, with adjustable number values and plus/minus buttons for intensity control. Start and stop buttons use different colors, and the incline and speed interface uses color coding (red, orange, green) to easily show different levels, helping users quickly understand the current state.

The third is the **Principle of Closure**.

The treadmill's control interface uses circular pattern for incline, speed, and distance progress bars. Although these shapes may be open, our eyes naturally complete them, creating a sense of wholeness and helping users perceive them as complete.

The last is the **Principle of Symmetry**.

The treadmill's control interface is symmetrically designed, with balanced layout of buttons and displays, such as the buttons and displays of the incline and speed interfaces. This symmetry makes it easier for users operate.

In conclusion, the treadmill's control and operation interfaces use Gestalt principles like proximity, similarity, closure, and symmetry to improve usability and enhance the user experience.

Thank you!