

Usability

Human Computer Interaction

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Question 1

To determine which menu is safer, we must analyze their key differences. Both menus share the same layout and background color, so the primary distinction lies in the distribution of button positions. Upon observation, we found that the positions of the **"Close" button** and the **"Quit" button** are not consistent on the two menus.

In the left menu, the **"Quit"** button is positioned at the bottom, distinctly separated from the **"Close"** button. By contrast, in the right menu, the **"Quit"** button is placed directly below the **"Close"** button. This arrangement in the right menu significantly increases the chance of accidental selection.

The **"Close"** button is designed to shut only the current window or document. On the other hand, the **"Quit"** button has a more critical function as it means exiting the entire application. This could potentially lead to data loss, especially when the user has unsaved work. Therefore, accidentally clicking on the **"Quit"** button can have serious consequences.

Moreover, according to usability principles, critical actions should be visually distinct to minimize mistakes (Preece, Sharp, & Rogers, 2019). In this regard, the left menu design adheres more closely to the usability guidelines of **error prevention** (Norman, 2013).

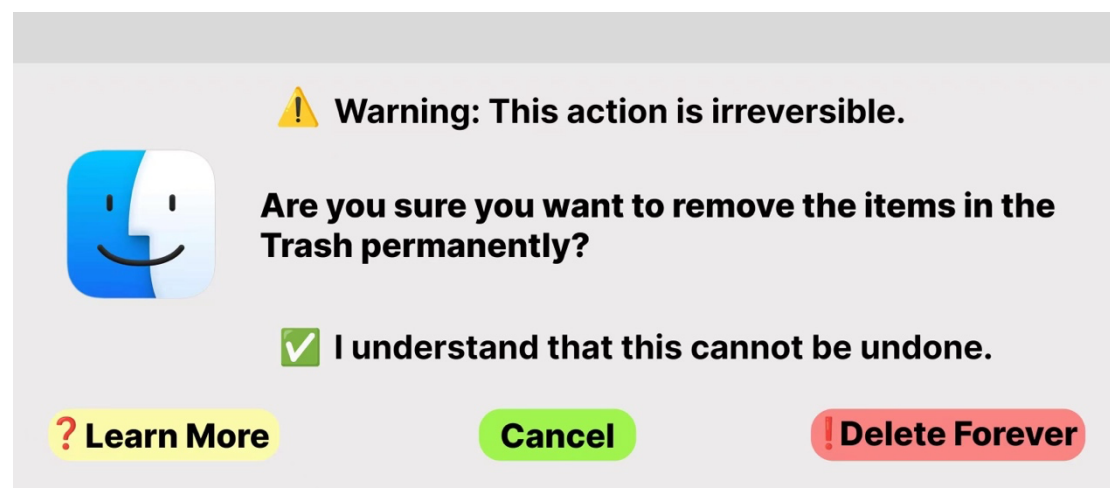
Consequently, the left menu is a safer option as it better aligns with these guidelines by reducing the likelihood of unintended program termination.

Question 2

The primary issue with this warning dialog box is its insufficient clarity and lack of visual emphasis on the destructive action. The question, “Are you sure you want to remove the items in the Trash permanently?” does inform users, but it fails to **emphasize the finality** of the deletion strongly enough (Preece, Sharp, & Rogers, 2019).

The dialog’s default “OK” label is too **vague**, which may lead users to click it out of habit and **inadvertently delete essential** files. According to Norman (2013), good design should highlight critical information and assist users in error prevention.

We propose redesigning the dialog by rendering the **warning text in bold** and providing **more explicit** about the permanence of the action. The destructive button should feature a clear label, such as “**Delete Forever**”, and **a distinct color (e.g., red)** to draw user attention. Placing a “Cancel” button farther from the destructive button minimizes the likelihood of inadvertent errors. Adding **a small checkbox**— “I understand that I cannot undo this”—**forces users to pause** and acknowledge the impact. A “Learn More” link could offer extra details or show exactly which files will be erased.



References

- Norman, D. A. (2013). *The Design of Everyday Things: Revised and Expanded Edition*. Basic Books.
- Preece, J., Rogers, Y., & Sharp, H. (2019). *Interaction Design: Beyond Human-Computer Interaction (5th ed.)*. Wiley.

Group Photo

