

# 6.813/6.831 • User Interface Design and Implementation

Massachusetts Institute of Technology

Department of Electrical Engineering and Computer Science

Spring Semester, 2011

## HW1: UI Hall of Fame and Shame

Due Session 6

Help populate the UI Hall of Fame and Shame! Find two examples of user interfaces, one that you consider a **good design** and one that you consider a **bad design**. Note that the good design does not have to be uniformly good, since you may discover problems with it on closer inspection. Likewise, the bad design does not have to be uniformly bad. Probably the most interesting examples will be mixed.

Your interfaces might be desktop software, web applications, smartphone apps, consumer devices, car dashboards, building entrances, traffic intersections, shower controls, etc.

For each interface, you should:

- describe the purpose of the interface and its intended users
- analyze its good and bad points of usability with reference to all the dimensions of usability discussed in lecture:
  - learnability
  - visibility
  - efficiency
  - errors
  - you may discuss other aspects of usability if you have space and consider them important
- illustrate your analysis with appropriate screenshots or photographs

Limit to one page of text (roughly 50 lines) for each interface, for a total of 2 pages (100 lines) for your entire report. You can include as many images as are helpful; they don't count toward the page limit.

### Grading

Your report will be judged on the following criteria.

- **Completeness.** Don't omit a dimension of usability, and don't overlook an obvious usability

issue that even the reader notices.

- **Depth.** "Efficiency is good, because it feels fast to use" is not deep analysis. "I've never made any errors with it" is not deep analysis.
- **Clarity.** The reader should not struggle to understand what you're talking about.
- **Conciseness.** This isn't a HASS class. Unnecessary verbosity will be judged severely.
- **Usability of presentation.** Your report is itself a user interface whose purpose is to convey ideas to a reader. If your report isn't learnable, visible, efficient, and error-preventive, then it will be harder for the reader to use, and it will not demonstrate an ability to apply the ideas of this class.

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