

# CIS 443/543 User Interfaces

## Brief Exercise for next Tuesday (January 13)

In the lecture today I described three *causes* of problems with usability:

1. FUNCTIONALITY PROBLEM  
What are the functions this object can perform? Will it do what I want?
2. CONTROL PROBLEM  
Which control or sequence of controls do I use to get what I want?
3. FEEDBACK PROBLEM  
How do I know I got what I wanted?

I also described eight basic concepts of design that can improve usability.

1. AFFORDANCES
2. VISIBLE CONSTRAINTS
3. TRANSFER EFFECTS
4. CONCEPTUAL MODEL
5. CAUSALITY (FEEDBACK)
6. "NATURAL" MAPPING
7. POPULATION STEREOTYPES
8. INDIVIDUAL DIFFERENCES

### Exercise

Look at these websites:

GUI Bloopers by Jeff Johnson

<[http://books.elsevier.com/companions/1558605827/more\\_bloopers.asp](http://books.elsevier.com/companions/1558605827/more_bloopers.asp)>

and

Web Pages that Suck

<<http://www.webpagesthatsuck.com/>>

Pick out a design failure shown in these websites and describe (1) the cause of problem and (2) the design concept that was ignored and how it could be fixed.