Ask me anything

0 questions
0 upvotes

What is the worst GUI you have experienced recently?

The submit button was called "back"

The button with "opening hours" did lead to another page and the opening hours were on a completely different page, where it didn't belong to

the ilias site

Calendar widgets on websites, especially the one SwissCare uses. One has to click a million times to move between months and years! Sometimes, you magically discover you could click on the month and it will pop open another widget to select months!

If I open the outlook-calender in a new window, half of my calenders are not displayed

The Sport-DB-site for J+S-courses. It works similar to doodle, but only shows a few dates and if you want to load more dates, you have to save the data you entered, else it will get lost

Give an example where a CLI (Command-line Interface) is superior to a GUI.

To navigate between different folders

Statistical analysis tools like R are mostly more powerful than things like Excel and to a certain extend easier to use (after the initial barrier)

pip install in python

A CLI might enable a faster workflow when in a GUI there would be many menues to dive into to find on specific function out of many.

When you know the CLI good, than you can be faster than with a GUI, When you need to be fast. CLI can be better.When you can personalyse the CLI its can be faster. When you know what you do and don't want always accept it GUI better

Also your faster with the Key Board than with the mause (Fitts' Gesetz)

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How do Personas help to produce better UIs?

It is easier to model characteristics of personas instead of thinking ot characteristics of "the user"

They force developers to focus on the potential end-users and refrain them from building UIs that please themselves.

You have to think about what is important for that kind of user. So you can construct your UI according to this.

Helps to think of different types of users which may have different use cases

Different Personas use UI's in a different ways. Designing UI's with Personas in mind makes it more user-friendly

Helps consider the different user knowledge. A technical bloke may prefer command line installation while a grandmother may be better served guiding her through the installation with Step-by-step windows

You know how the User will beYou can say how much education the Persona will have You can say if there are some knowledge that he already have, that you can "use"or some special expectings

Max, the statistical nerd. Likes to analyse the performance of the team with numbers and discuss them with other likeminded persons

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How would you characterize the Personas of your ESE project?

Used to social media -> has certain expectations of how the website should work

Student who is interested in the topic of our application and is a digital native

Marco who is in front of a computer all day long playing video games

20s, sports fan, just wants to get the latest news

Merlin, 20 has problems in maths

I would say we have more Personas then only one but the main Persona is:Tom He is Fan from the Club he is 27 and know a Laptop because he works with it, and will know some news and share some news

Anna, 26, likes to read fantasy books and wants to buy them online

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What would you change in your project to accommodate different classes of users?

have easy access to different tabs on the home page

Maybe use text for the different buttons (e.g. change) instead of icons such that personas that are not often on web pages know what the buttons are used for

An multi-layer options and customize-functionality. A layer with some basic functions and another, more advanced options layers.

Make the text bigger so that grandma with bad eye sight can read it

Change the color scheme such that everyone can read it, even if they are colorblind

Make the user solve indefinite integrals to verify that he's human

Last chance for questions