Ask me anything

0 questions
0 upvotes
What is the worst GUI you have experienced recently?

- The submit button was called "back".

- 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.

- 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.

- If I open the Outlook calendar in a new window, half of my calendars are not displayed.

- The Sport DB site for I+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.

- The ilias site.
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 menus to dive into to find on specific function out of many.
- Also your faster with the Key Board than with the mouse (Fitts' Gesetz)
- 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 personalise the CLI its can be faster. When you know what you do and don’t want always accept it GUI better
How do Personas help to produce better UIs?

- It is easier to model characteristics of personas instead of thinking of 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 be. You 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 expectations.
- Max, the statistical nerd. Likes to analyse the performance of the team with numbers and discuss them with other likeminded persons.
How would you characterize the Personas of your ESE project?

- Used to social media → has certain expectations of how the website should work
- 20s, sports fan, just wants to get the latest news
- Anna, 26, likes to read fantasy books and wants to buy them online
- Student who is interested in the topic of our application and is a digital native
- Merlin, 20 has problems in maths
- Marco who is in front of a computer all day long playing video games
- 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
What would you change in your project to accommodate different classes of users?

- Have easy access to different tabs on the home page
- Make the text bigger so that grandma with bad eye sight can read it
- 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
- Change the color scheme such that everyone can read it, even if they are colorblind
- An multi-layer options and customize-functionality. A layer with some basic functions and another, more advanced options layers.
- Make the user solve indefinite integrals to verify that he's human
Last chance for questions