UNIT 6
THE USER INTERFACE

Objective: at the end of the lesson students, will be able to:
1. analyze a problem of the user interface;
2. read for specific information;
3. experiment with different design ideas.

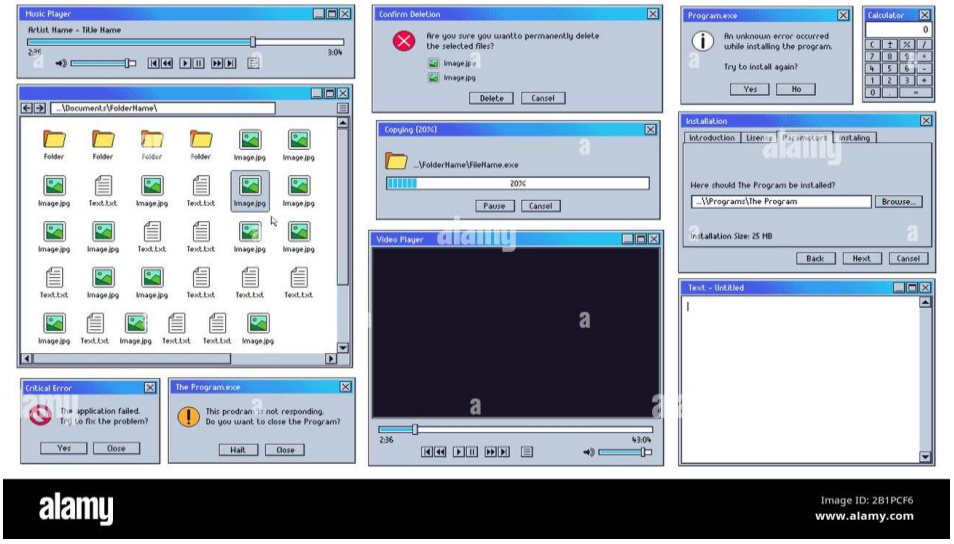
Lead-in: Revision of learned terms

Within 3 minutes make up the sentences using the previous target vocabulary as many as you can. The winner will be the student who will be able to write more sentences than others.

Food for thought:
1. What is a User Interface?
2. How does a User Interface make computing easy?

Activity: Analyze a problem of this User Interface (UI)

What is wrong with this user interface?

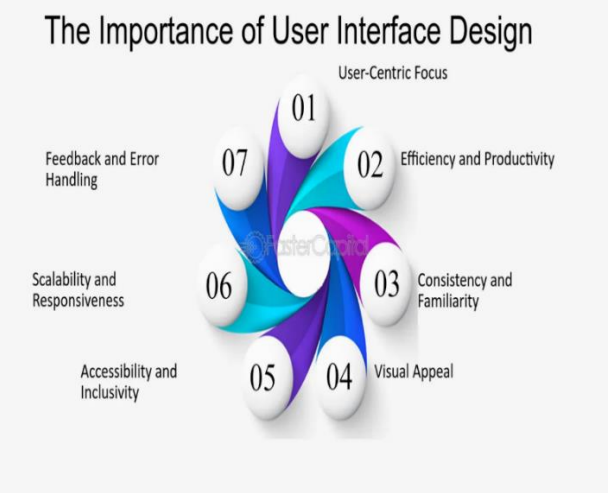


Old user interface. Old computer music and video player UI, text editor, and critical system error alert notification window vector illustration set.

Designing the User Interface

Follow eight basic guidelines:

1. Design a transparent interface
2. Create an interface that is easy to learn and use
3. Enhance user productivity
4. Make it easy for users to obtain help or correct errors
5. Minimize input data problems
6. Provide feedback to users
7. Create an attractive layout and design
8. Use familiar terms and images



a **App – User Interface**



c **Problems Report**

Item cod	Problem description (user's perspective)
PSC2	I would like to use the accelerometer to be able to rotate the application and view the evaluations and larger images.

b **Technique items**

Physical Characteristics	
Item	**Description**
PSC1	The application has good battery management (i.e., it does not consume a lot of battery).
PSC2	The application allows/enables the use of sensors to provide interaction in different ways: through GPS (location), accelerometer (movement), gyroscope (gestures) and voice recognition.

Vocabulary Building

Key Terms

Icons – pictures that represent something on a computer.

Example: *Icon is a small graphical representation of a program or file. When we double-click an icon, the associated file or program will be opened.*

Desktop – a computer desktop is everything that a user sees on a computer screen.
Example: *A desktop is a computer display area that represents the kinds of objects found on top of a physical desk, including documents, phone books, telephones, reference sources, writing and drawing tools, and project folders.*
Operating system – (OS) is software that controls a computer.
Example: *Operating System lies in the category of system software. It basically manages all the resources of the computer.*
Pointer – a small arrow that lets a user choose what to do on a computer.
Example: *A pointer is a programming concept used in computer science to reference or point to a memory location that stores a value or an object.*
Windows – rectangles on the desktop of a computer monitor that displays a file or program.
Example: *In computing, a window is a graphical control element.*
GUI – Graphical User Interface is an operating system that uses icons to represent programs and files and allow users to access them.
Example: *A graphical user interface, or GUI is a form of user interface that allows users to interact with electronic devices through graphical icons and visual indicators.*
Drag – to drag files, folders or icons is to move them around on a desktop.
Example: *To drag is to point to an object on the screen, hold down the left mouse button while moving the mouse (and the object) to a new location on the screen then release the mouse button.*

Folder – holds and organizes files and documents on a computer.
Example: *A folder is a storage space, or container, where many files can be placed into groups and organize the computer.*
Shortcut – an icon that has been moved to a desktop to make opening a file or program easier.
Example: *In computing, a file shortcut is a handle in a user interface that allows the user to find a file or resource located in a different directory or folder from the place where the shortcut is located.*

Reading

Case study to analyze

Successful User Interface Design Case Study:

Airbnb - Airbnb's user interface design is known for its simplicity and ease of use. The website and mobile app feature a clean and intuitive design that allows users to easily search for accommodations, filter results, and book their stay. The layout is consistent and the navigation is clear, making it easy for users to find what they are looking for. Airbnb also provides feedback throughout the booking process, such as confirmation messages and notifications, to keep users informed and engaged. This user-friendly interface has contributed to Airbnb's success as a leading online marketplace for lodging. (https://www.airbnb.ru/)

Unsuccessful User Interface Design Case Study:

Healthcare.gov - The launch of the Healthcare.gov website in 2013 was marred by numerous usability issues that made it difficult for users to sign up for health insurance. The interface was complex and overwhelming, with confusing navigation and unclear instructions. Users encountered error messages, long loading times, and other technical issues that prevented them from completing the enrollment process. The lack of user-friendly design contributed to a poor user experience and frustrated many users, leading to widespread criticism of the website. As a result, the government had to make significant changes to the interface to improve usability and address the issues. (https://www.healthcare.gov/)

Activity to check comprehension: Read and analyze the text and answer the questions

1. What is one key feature of Airbnb's user interface design?

a) Complex and overwhelming design

b) Clear and intuitive layout

c) Confusing navigation

d) Lack of feedback

2. How did Airbnb's user-friendly interface contribute to its success?

a) By creating a complex booking process

b) By providing feedback throughout the booking process

c) By overwhelming users with information

d) By making it difficult for users to find accommodations

3. What were some of the usability issues that plagued the Healthcare.gov website?

a) Clear navigation and instructions

b) Error messages and long loading times

c) Simple and intuitive design

d) Easy completion of the enrollment process

4. How did the lack of user-friendly design impact the Healthcare.gov website?

a) It led to the website being praised for its usability

b) It frustrated many users and led to criticism

c) It made the enrollment process quick and easy

d) It had no effect on user experience

What are Wireframe tools and why are they important?

There are several wireframe tools on the market such as Wirefy, Draw.io, Pencil Project, Figma, Adobe XD, etc., and choosing one can be overwhelming.

Wireframe tools are software programs that enable designers to drag and drop images, text, and buttons and rearrange them to create the first draft. These tools allow designers to quickly create a 2D outline of an app or a website to get a sneak peek of the final product.

Wireframe tools allow designers to explore different layouts and user interactions by creating simple, low-fidelity wireframes without investing time and resources in developing a fully functional prototype. In the long run, these tools help save time on revisions and reduce the probability of additional expenses during the development cycle.

Figma

Figma is one of the most popular and powerful cloud-based design software for creating clickable wireframes and high-fidelity prototypes. It allows users to create up to three projects for free before upgrading to a paid version. The interface is simple and easy to understand and allows the flexibility to experiment with various levels of prototyping.

Although **Figma** doesn't include any built-in UI components, it comes with a range of features that lets you create your own or upload a pre-designed kit. All the design work happens in a single workspace where you can brainstorm ideas and navigate between different artboards, pages, and layers, making the design process convenient and seamless. It also allows multiple team members to access, edit, and comment on the designs, ensuring everyone is on the same page.

Skill Level:

Suitable for designers who are looking for a collaborative and simple design tool that requires no coding expertise.

Pros:

- The free plan comes with exciting features, cloud storage, and the benefit of collaborating with team members
- Frequently updated
- Unlimited viewers allowed on a project

Cons:

- Prone to lagging and doesn't function properly in the absence of a strong internet connection
- Lacks control to restrict viewers' actions when they access a shared prototype, so it's best to make changes in the copy instead of the original design

Available on:

macOS, Windows, Web browsers, and Linux

Price*:*

- Free plan (up to 3 projects and 2 editors)
- Premium plan comes free for students and costs $12/month/editor with unlimited projects

Activity: Use one of the existing interfaces (websites, mobile apps, software applications) for a group critique. Provide constructive feedback based on usability principles and design guidelines. Experiment with different design ideas in a group.

Home Assignment:

Explore in detail the existing interfaces and come up with innovative solutions.