02JSKOV - HUMAN COMPUTER INTERACTION

HALL OF (SH|F)AME

During this first lab, you will help to populate the *UI Hall of Shame and Fame*! Most of your discoveries will be, then, discussed in class (around Week 5) but no evaluation will be performed on the outcome of this lab. You can either complete this lab on your own or in group.

Find **four examples** of user interfaces, two that you consider a *bad design* and two that you consider a *good design*. Use your judgement and what it was discussed in class so far, to perform your choices (e.g., the dimensions of usability discussed in the "*What is HCI?*" lecture).

Note that both good and bad interfaces may not be totally good/bad, but they may exhibit some particular issues, only. Probably, you will find pretty good interfaces with some bad elements (and vice versa), and this is fine!

Your interfaces can be part of desktop software, web applications (shown on desktop and/or on mobile), mobile apps, …

For each interface, you should fill the following Google Form, which will ask you:

- to report the application name, its intended users, and where it can be found (URL, mobile app store, etc.);
- to describe the purpose of the interface and whether you will put it in the Hall of Shame or in the Hall of Fame;
- to explain why you think that the interface is good or bad, and which elements you find particularly good/bad (if any);
- upload a screenshot of the interface; you can annotate the screenshot to highlight some elements, if you prefer.

Google Form for submitting the lab: https://forms.gle/i1BSuaYYYw1xbtKg8