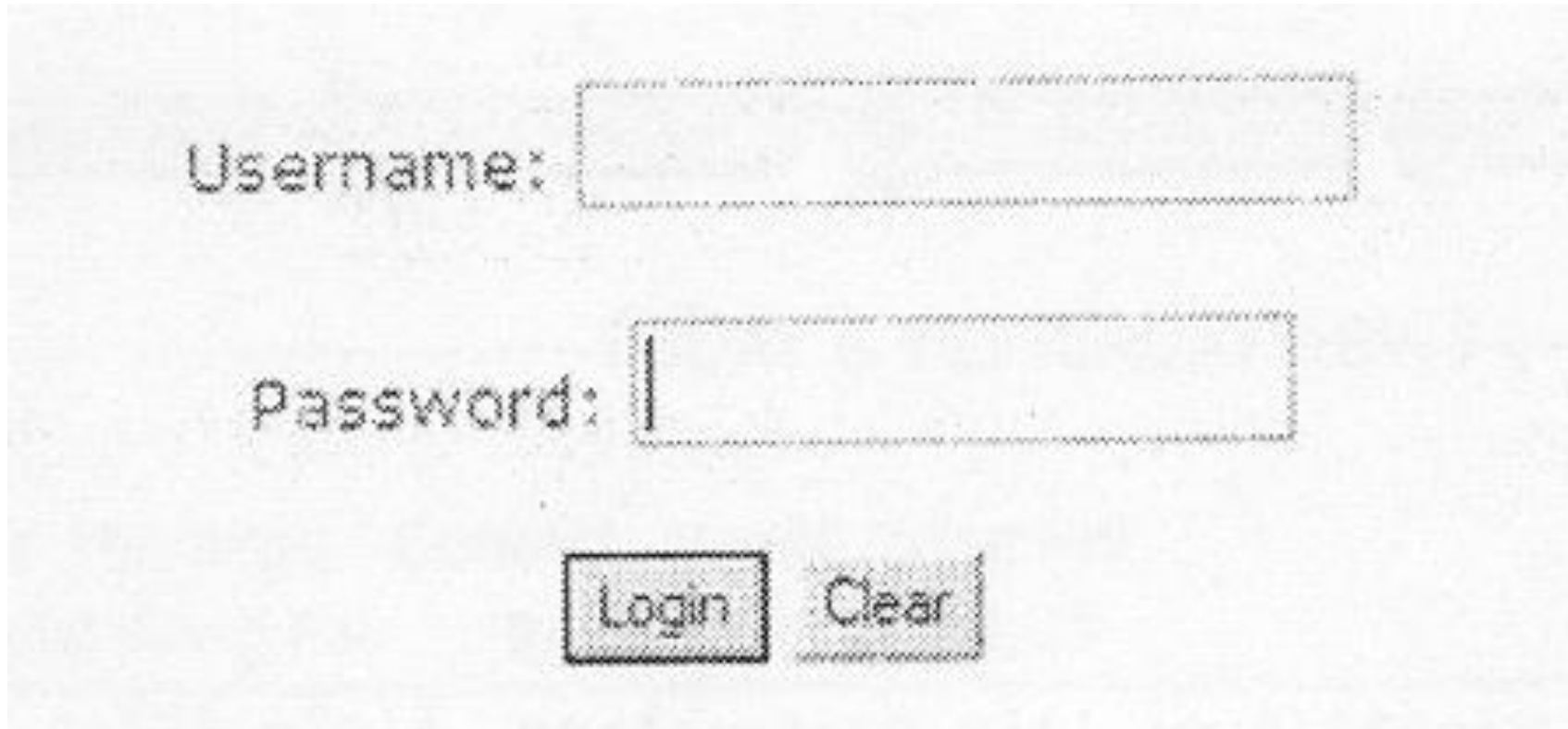


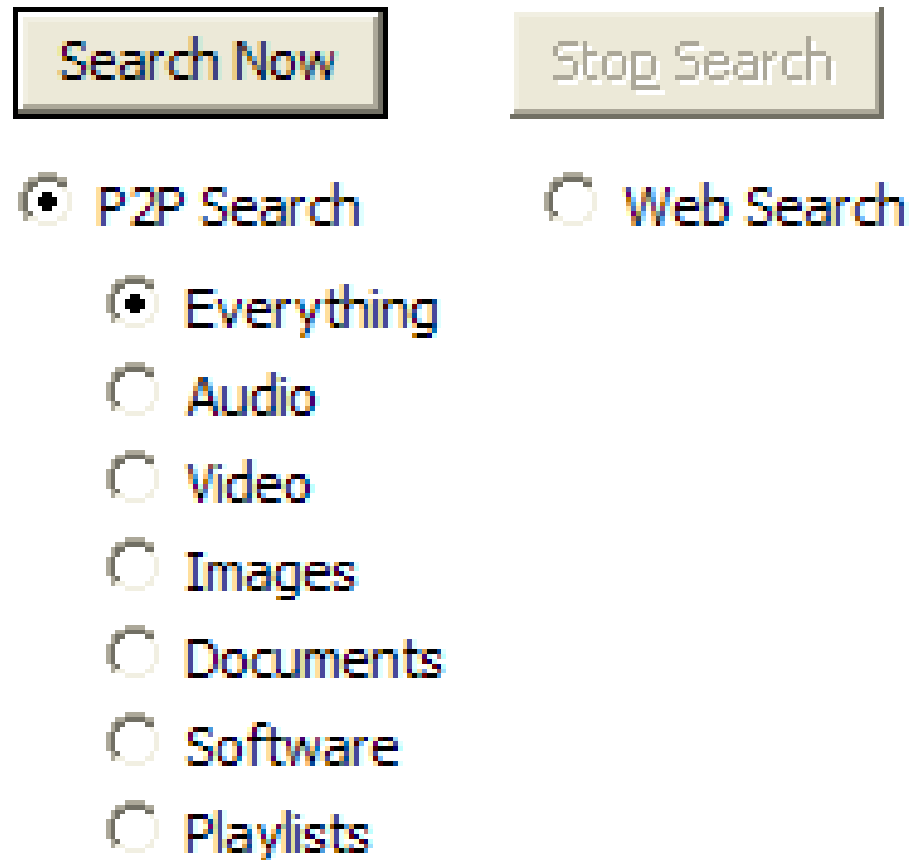
## Discussions on Chapter 2

1. Do you have any idea in modifying the following interface? Explain your modification(s).

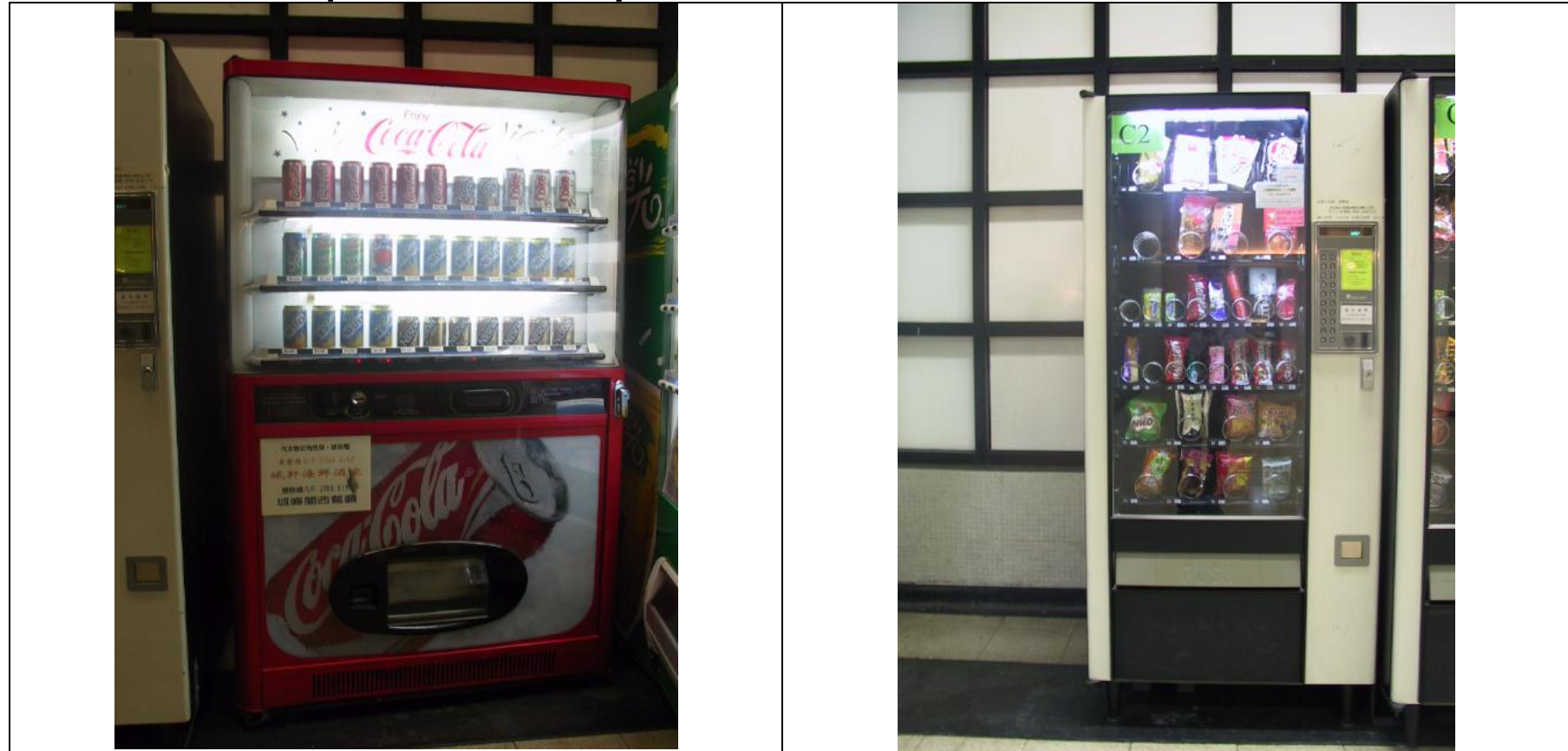


The image shows a basic login interface. It consists of two text input fields. The first field is labeled 'Username:' and the second is labeled 'Password:'. Below the input fields are two buttons: 'Login' and 'Clear'. The interface is rendered in a low-resolution, pixelated style.

2. State the Gestalt's principle which has been applied in the following interface. This is extracted from Kazaa which provides peer-to-peer (P2P) file sharing service. Briefly explain your answer.



3. Discuss if the conceptual models of the two vending machines are good. To do so, we consider the involved interaction because conceptual model corresponds to the designer assumption on the intended operation by users.



4. Will human use an incorrect mental model? Use an example to illustrate your answer.
5. The steps in getting cash from an ATM are given as follows. Suggest two alternate procedures in interacting with the ATM and discuss the possible problems.

- (A) Insert Card
- (B) Key-in Pin
- (C) Choose "Withdraw Cash"
- (D) Choose Account
- (E) Key-in Cash you want
- (F) Card is returned and you get back it
- (G) Money is withdrawn