

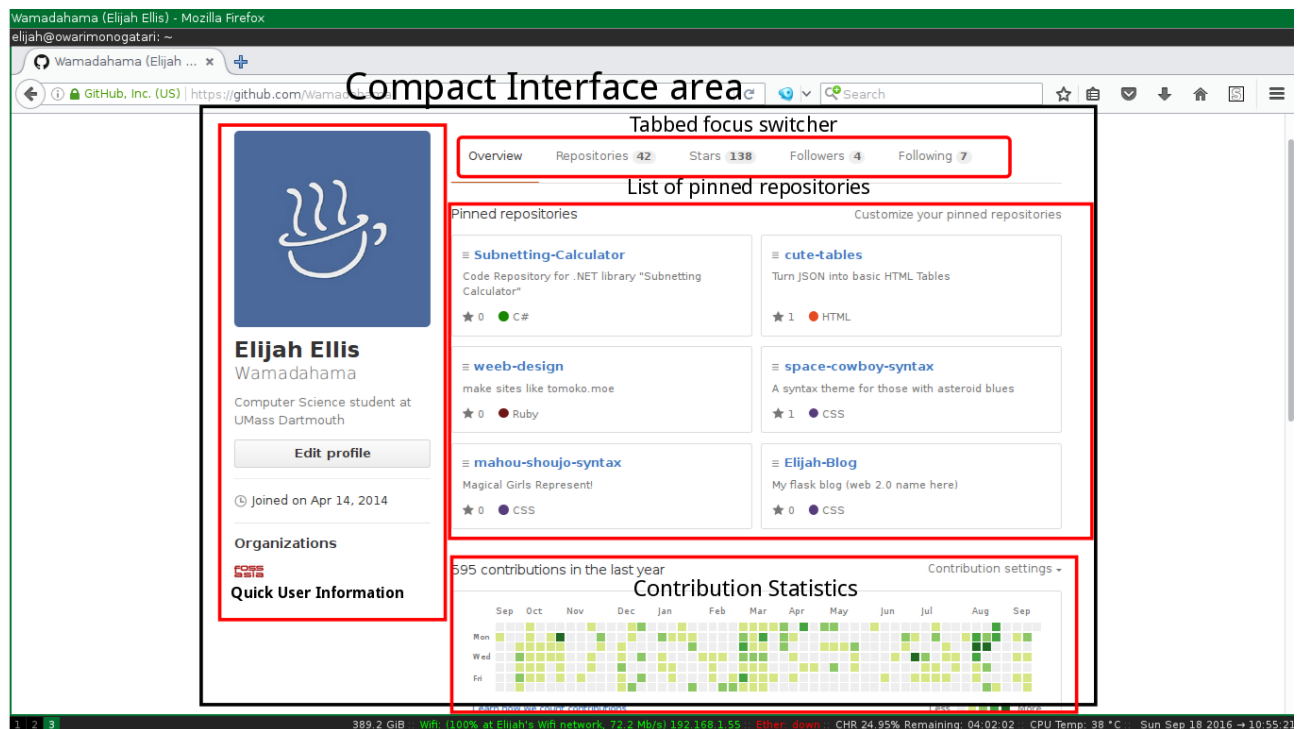
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Good Interface Design: Github

An object that has an excellent user interface design. It should be accompanied by a brief explanation of why you think it's so great, i.e. what aspects of its design encourage or facilitate its use.

The profile viewer on github has a very nice interface.

Profile Viewer



Quick User Information

This is a short description that is configurable by the user. This provides some quick personal information from anyone who would visit your profile. It also provides a list of organizations that you contribute to.

Tabbed Focus Switcher

Allows you to switch between the different sections of the user profile in a compact manner. Not just this but it also provides an item count for the tabs that would contain items. In the example image, the repositories tab has a 42 next to it, indicating that this user has 42 repositories. This is small but I think it provides a very nice way to get a general idea of “what this persons is about” when it come to programming.

List of Pinned Repositories

This is a configurable list of repositories. The user can select up to six repositories they want to show on their main page.

Contribution Statistics

This is a graph commonly referred to as a "commit map", it provides a visual way to see what kind of contributions that this person makes to open source. This helps you to get an idea of how much open source contributions someone makes on his site.

Also the commit map has inspired me to make more contributions. I would always strive for a commit streak, and this helped me maintain it by providing a visual that I can "show off".

Repository Viewer

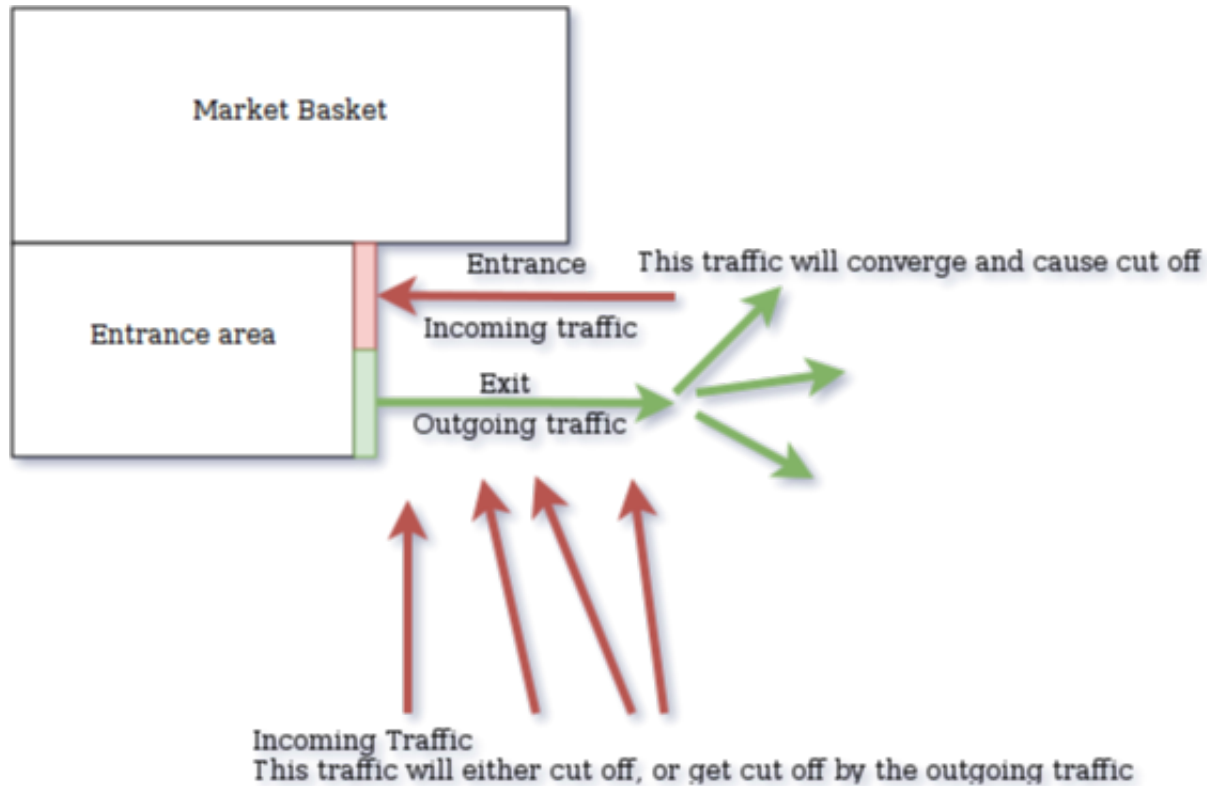
Bad Interface Design: Market Basket

An object that has (in your opinion) a terrible user interface. Include a brief explanation of what features (or lack thereof) make it difficult to use.

One example of bad interface design is the layout of the doors at my local Market Basket. The door on the inside of the wall of the entry of the Market Basket is the door that is used for entering the store. This causes pretty bad traffic problems, because

people trying to enter have to go across the stream of people trying to leave the building.

Diagram of Market Basket entrance



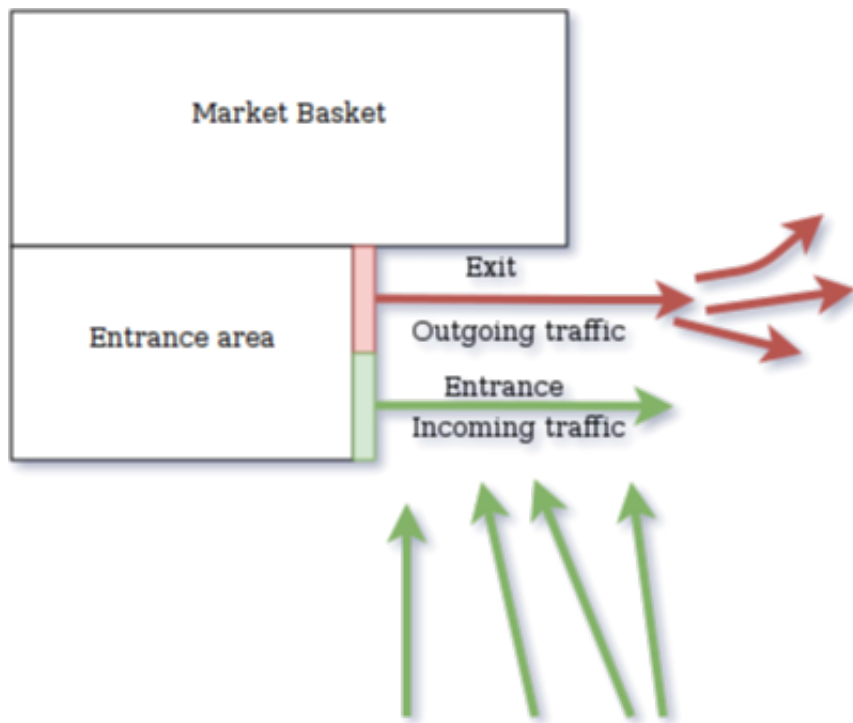
Key: Red indicates incoming traffic, Green indicates outgoing traffic

There are several locations where incoming and outgoing traffic are going to intersect. This causes people leaving and entering the store to be impeded upon.

This leads to several problems:

- Multiple people leaving or entering needing to stop to let someone go
- There is a higher potential for a collision, this may not be a problem between two adults, but could be a problem with impatient children, or if someone is has an infant in tow
- There is more room for backups when entering the store

A solution could be to switch the entrance and the exit to reduce the amount of crossover.



This is not perfect because humans are very unpredictable but it reduces the amount of crossovers on the paths which reduces the chances for a collision