# Activity sheet 1.4: Choosing a user interface

*Learning outcome A: Understand interface design for individuals and organisations*

*A1: User interfaces*

Brightstone Academy is introducing a new electronic attendance register and messaging system. The new system will be used by all teachers through an app installed on smartphones. The app will be used at the start and finish of each lesson and if any important messages need to be communicated during the lesson.

1. Work as part of a group to decide which four factors are the most important when choosing the user interface that all teachers at Brightstone Academy will use. If possible, put the factors in rank order (with 1 being the most important).
2. Complete the following table.

|  |  |  |
| --- | --- | --- |
| Rank | Factor | Reason for the choice of this factor |
| 1 |  |  |
| 2 |  |  |
| 3 |  |  |
| 4 |  |  |

EeeZee Parking operates a number of car parks in a busy city centre. Drivers pay for their parking when they leave the car park using a display terminal on the side of the exit barrier.

1. Work as part of a group to decide:
   1. which four factors are the most important when choosing the user interface that drivers leaving the car park will use. If possible, put the factors in rank order (with 1 being the   
      most important)
   2. why these factors might be different from the factors for Brightstone Academy.
2. Complete the following table.

|  |  |  |  |
| --- | --- | --- | --- |
| Rank | Factor | | Reason for the choice of this factor |
| 1 |  | |  |
| 2 |  | |  |
| 3 |  | |  |
| 4 |  | |  |
| Why these factors might be different from the factors for Brightstone Academy | |  | |