# Activity sheet 1.15: Improving user selection time

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

*A4: Designing an efficient user interface*

1. Explain the four factors that together make up ‘total interaction time’.
2. You have been asked to design a user interface for a mobile phone app. The client would like users to spend as little time as possible selecting objects on the screen.
3. What would happen if each object on a page was too small?

1. What would happen if each object on a page was too large?

1. Describe how you could use the following features to keep user selection time to a minimum.
2. Appropriate object sizes

1. Object emphasis

1. Group related objects

Take it further

Visitors to an online ticket-booking website have complained that the website’s user selection time is too long. This can make it very stressful for users when they try to buy tickets for concerts that sell out quickly.

Explain three methods that could be used on the website to reduce the user selection time.