# Activity sheet 1.11: Designing user interfaces that meet user expectations

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

*A3: Design principles*

1. What do you think of when you hear a high-pitched sound?

1. What do you think of when you hear a low-pitched sound?

1. What do you think of when you see the following colours?
   1. Red:
   2. Amber:
   3. Green:
2. What do you think of when you see the following symbols?
   1. Ticks:
   2. Crosses:
3. Apart from the above sounds, colours and symbols, describe three other ways that a user interface could signal to a user that an action was successful or unsuccessful.

Successful



Unsuccessful



Take it further

1. Do all cultures interpret colours and symbols in the same way?
2. Investigate how different cultures view the following colours:

• red

• blue

• black

• yellow.

1. Give examples of how different cultures give different meanings to the same colour.
2. Describe some implications of this when designing a user interface that is going to be used by people from different cultures.