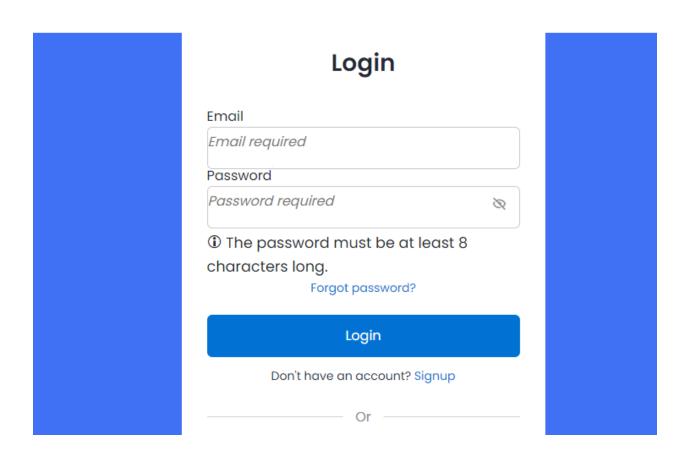
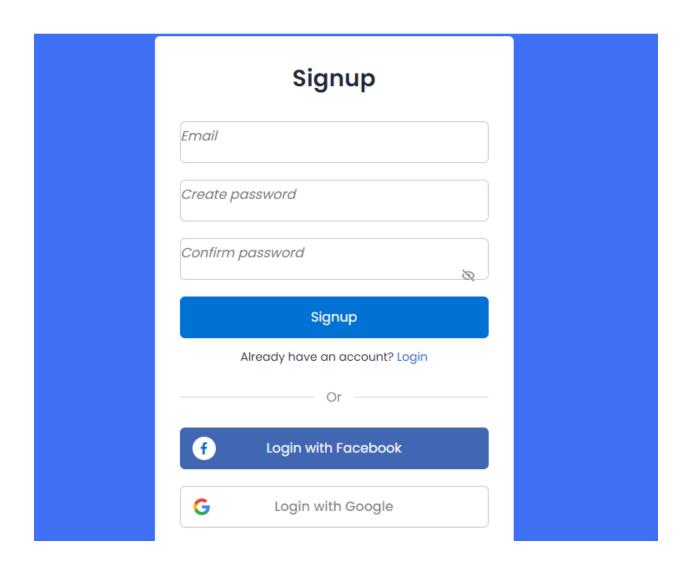
RN: MO1974/2022

Assignment / Interactive systems course





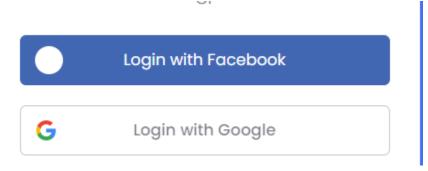


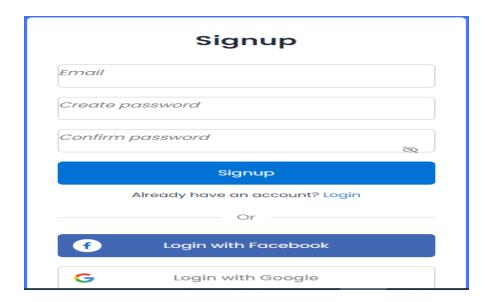
1. Strive for consistency

Consistency sequence of actions should be required in similar situation. Identical terminology when used familiar icons, colors, menu hierarchy....,

On my interface, double click on the icons links to the account.

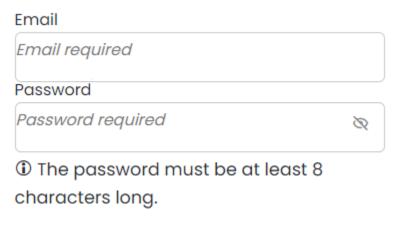
User can signup using social media account





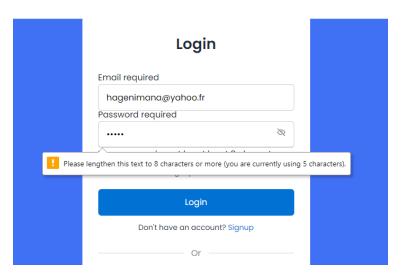
2. Cater for universal usability

The designed interface uses simple terms, it helps to use shortcuts and images on links



3. Offer informative feedback

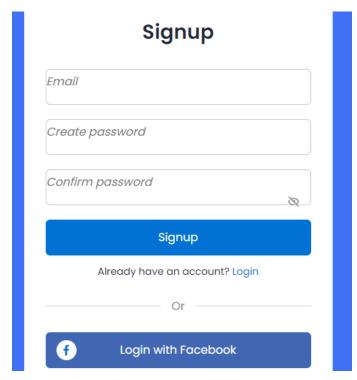




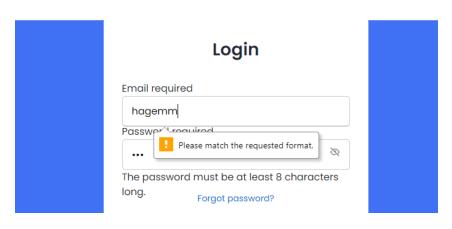
4. Design dialog to yield closure

No database

5. Prevent errors











6. Permit Easy Reversal of Action

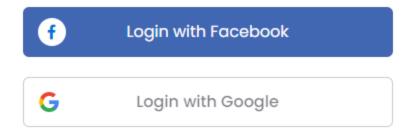
The interface permit the "undo" when there is a mistake

7. Support internal locus of control



Use of hide eye icon

8. Reduce short term memory load



Use facebook and Google link to login