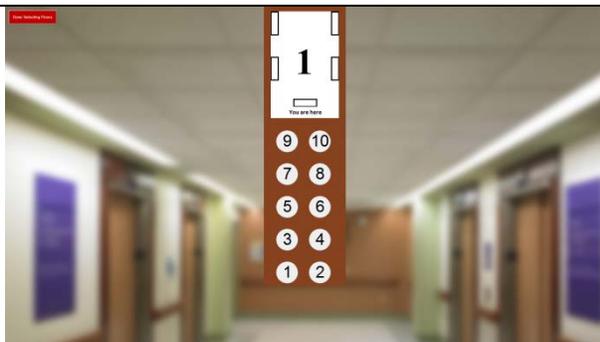
 <p>The image shows a vertical elevator control panel. At the top, there is a large black number '1' centered on a white background. Below the '1' is a small white rectangular box with the text 'You are here' underneath it. Below this section is a grid of ten circular buttons arranged in two columns and five rows. The buttons are numbered 9, 10, 7, 8, 5, 6, 3, 4, 1, and 2 from top to bottom, left to right. The buttons are white with black numbers on a dark brown background.</p>	<p>The buttons are consistent with elevator buttons. I can tell that they will probably select floors for an elevator system - <b>Good</b></p> <p>A different picture icon could be used for the "You are here" portion. The icon is the same shape, size, color, etc. as the elevators. I am initially confused if I am in an elevator currently or that is just a place holder - <b>learnability, cosmetic, minor</b></p> <p>There is an affordance that makes me think I can click on the "1" button even though I am already on that floor. Maybe do something like real elevators: light up the button then immediately unhighlight it to show the user that it has actually responded to the user's input - <b>learnability, minor</b></p> <p>Unclear exactly where the floor selection interface would be in a real life elevator system - <b>consistency, minor</b></p>
 <p>The image shows a vertical elevator control panel. At the top, there is a floor map showing a central shaft with a black arrow pointing up. The shaft is connected to a grid of lines representing floors. The lines are color-coded: red for floors 9, 10, 5, and 1; blue for floors 7 and 8; and green for floors 3, 4, and 2. Below the map is a small white rectangular box with the text 'You are here' underneath it. Below this section is a grid of ten circular buttons arranged in two columns and five rows. The buttons are numbered 9, 10, 7, 8, 5, 6, 3, 4, 1, and 2 from top to bottom, left to right. The buttons are white with black numbers on a dark brown background. The buttons for floors 9, 10, 5, and 1 are colored red, while the buttons for floors 7, 8, 3, 4, 1, and 2 are white.</p>	<p>Good use of color coding to map the floors to paths on the map - <b>good</b></p> <p>Confusing at first that multiple numbers map to the same path (makes sense after some very slight thinking). But it could be useful to display small numbers next to the path on the map indicating which floors that elevator will go to - <b>learnability, efficiency, cosmetic, minor</b></p>



Not consistent with real elevator systems (with floor displays above each elevator) in that it doesn't tell you where the elevator is at that time. Not a necessity, but in trying to simplify the complexity of the information system, you are removing information that elevator users are used to - **consistency (Nielsen #2), learnability, minor**

If the timer stalls for any reason while the user is waiting for the elevator, there is no way to tell why. If there was some sort of indication that the elevator got stuck at a floor and is not moving, it offers the user some insight and comfort - **visibility of system status (Nielsen #5), safety, consistency with real world, minor**

Redundant elevator bar: highlights the floors above the elevator as well as displays the large numbers. Doesn't seem to be simplifying anything. - **efficiency, minor**



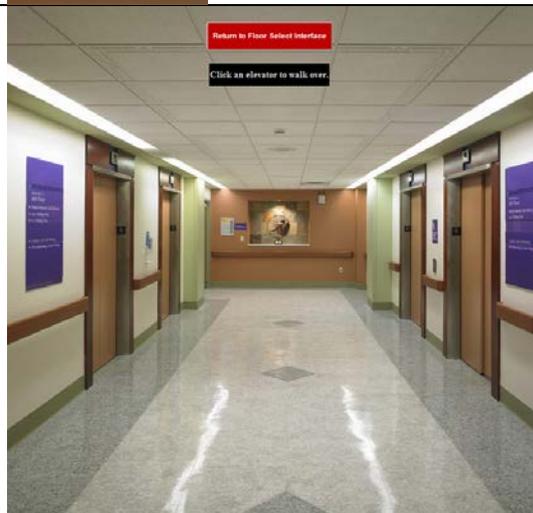
Didn't notice the blurred background at first, but good use of clearing up the image to help the user figure out where to focus on next - **good**

Takes a long time for the unblur animation to take place. I get impatient waiting for it - **efficiency, minor**

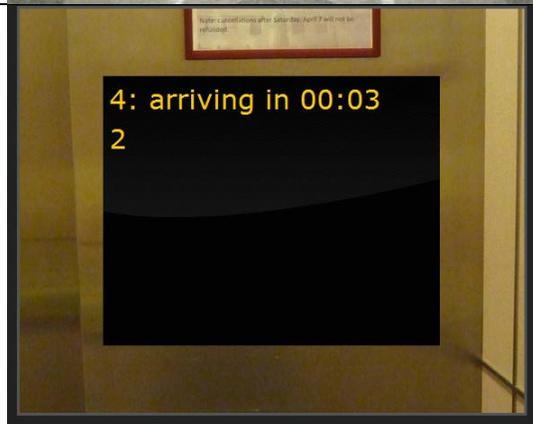
When done selecting floor, automatically scrolls back up to elevators - **good**



Assigns the same elevator going to two separate directions, confusing because your floor selection might get discarded for no apparent reason - **error reporting, safety, major**



After the map disappears, there is no way for the user to know which elevator goes where unless they specifically recall that information - **recognition not recall (Nielson #8), major**



No way to change your mind once inside the elevator - **safety,**

The interface inside the elevator is very simple and clean. Tells user the next floor the elevator will arrive at and when (I am assuming that it will not be interrupted at another floor for any every-day reason) - **good**

Other Bugs:  
Floor 10 doesn't work