

Critical Skills and Practice

Lab D: Accessibility Design Audit

In this lab you will play through User Inyerface, a deliberately hostile webpage. User Inyerface is a worst-practice interface built to show how design choices can make a simple task frustrating or impossible. It uses tricks such as hidden buttons, misleading labels, and controls that behave differently to how they look. You will play the form individually first. You will then play it again in pairs and log design flaws using a design audit form. Working through the audit together will help you turn the experience into a list of concrete issues and possible fixes. This is the same skill you will use later when evaluating and improving your own interfaces.

1. Activity 1: Individual Play (20 minutes)

Go to <https://userinyerface.com/> and try to complete the sign-up form on your own. You will have 20 minutes for this attempt. If you run out of time before finishing, that is expected and is not a problem.

2. Activity 2: Design Audit in Pairs (45 minutes)

Work with a partner. Someone will need to take the lead on playing the game, thinking aloud as they go, while the other person focuses on logging issues using the audit worksheet below. It is up to you and your partner how you split these roles, and whether you swap partway through. You do not need to finish the form. The goal is to generate a specific list of issues, not to win the game.

3. Group Discussion (30 minutes)

Join another pair of students (group should be 6 students total, including your partner for activity 2)

- Summarise the main issues you found
- Did any irritate you more than others?
- If you were fixing this form for a real product, which three issues would you fix first, and why?

4. Wrap-Up (5 minutes)