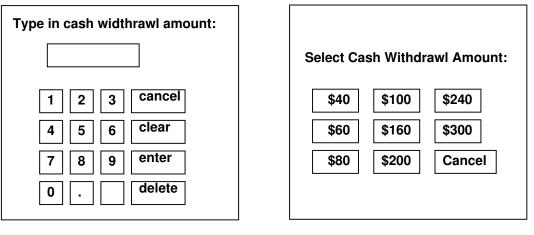1. Examples of

   - bad (infuriating) user interfaces?

   - good (enjoyable, intuitive, easy-to-use) user interfaces?

2. Given that most ATMs only vend $20 bills and impose a $300 withdrawl limit per day, which interface is easier to use?

   Type in cash widthrawl amount:

1	2	3	cancel
4	5	6	clear
7	8	9	enter
0	.		delete

   Select Cash Withdrawl Amount:

$40	$100	$240
$60	$160	$300
$80	$200	Cancel

3. What examples have you run into where common functionality is hard to access (e.g., buried too deep in menus, require large number of keystrokes or mouse clicks to access)?

4. What goals should there be for user interface design?
   (what issues should we consider? what things should we optimize?)