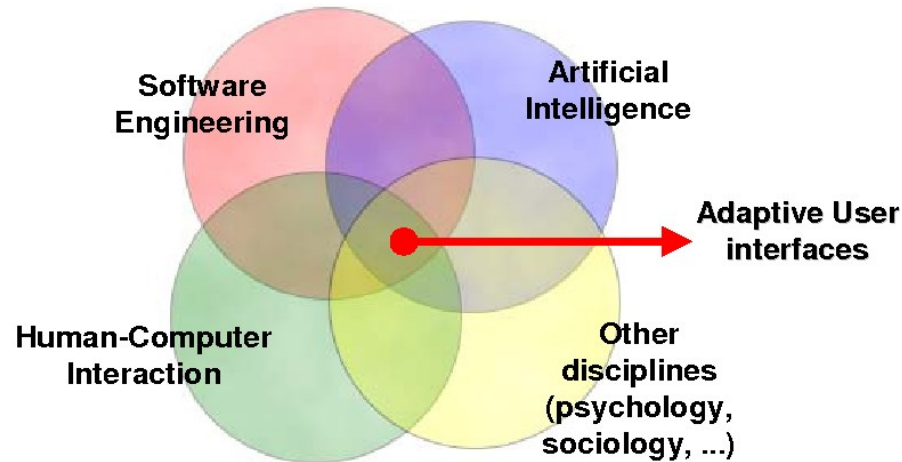Everything within interface design must be considered such as age, intellect, culture, skill, health, emotional status, and mental status to understand and connect properly with the user.

Software Engineering

Artificial Intelligence

Adaptive User interfaces

Human-Computer Interaction

Other disciplines (psychology, sociology, ...)

Intelligent interfaces (AI-driven interfaces) are a promising step for interface designing. These interfaces use intelligent machine learning AI that use user models and interactions provided by the user to accurately design an interface towards the user's liking. There are risks and benefits behind these interfaces so it's not the best option to choose now.

Improvements in Computer Interfaces and User Experiences

By Ryan Geissinger — CS485:01 Comp Sci Research—Elainea Neville

What makes a great user-focused interface?

Understand human-to-computer interactions and human-to-human interactions. With the knowledge behind what a user does and anticipate what the user will do next (through AI) is what can help better interface design.
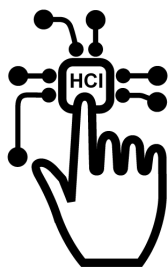
Usability is one of the important parts of creating a great interface. The interface will have to analyze a user's needs and gather data taken from actions performed on the interface. **Good feedback** is another important part since it reflects to the user what they are doing. When an interface gives a response to feedback, it'll give an approach (how to do a task), give motivation (encourage completion of the task), and create a connection with the user.

Build newer designs off self-learning systems and use the design structures for future designs. To achieve better functioning designs, the system of the interface will have to be interacted so many times, actions will have to be expressed thoroughly, and updates on the system will have to happen regularly.