In front of a computer, many users seek the way to perform a task, especially non-specialized users. Even computer scientists could get lost, for example when menus are reorganized in an updated version of a piece of software they know well. We observed Human-Computer Interfaces are often too complex from the user point of view. We scaffolded that observation by collecting data on an eight-week MOOC. The context of Massive Online Open Courses is relevant, because of the huge percentage of dropouts in this kind of dispositive. Among the many reasons why participant drop out of the MOOC, qualitative and quantitative analysis we conducted on this MOOC reinforced our statement: simplifying interfaces could help participants. We propose to simplify interfaces by using personalization technology together with game-boarding mechanisms.