# Assignment – 1

**Aim :-** Identify and observe bad designs Students are expected to submit minimum of 3 to 5 photographs of bad designs in their surrounding or home or any product or neighborhood and create a report mentioning why is it bad? They can submit word/pdf file having photos and description, source of photos and place and mention why is it bad and discuss the outcome during lab session.

**Bad Design :-**

Bad designs exhibit characteristics that hinder usability, functionality, and user experience. Here are some common attributes of bad designs:

1. Poor Usability: Bad designs make it difficult for users to accomplish tasks efficiently. They may have confusing navigation, hidden features, or unintuitive interfaces.
2. Complexity Overload: Bad designs may be overly complex, overwhelming users with unnecessary information and options, leading to confusion and frustration.
3. Inconsistency: Inconsistent designs lack a cohesive visual language or user experience, making it challenging for users to predict how elements behave across different parts of the product or service.
4. Cluttered Layouts: Designs with cluttered layouts are visually overwhelming and can be challenging for users to focus on the most critical information or actions.
5. Poor Readability: Bad designs may use small fonts, low contrast, or confusing typography choices, making it difficult for users to read and comprehend the content.
6. Lack of Accessibility: Designs that ignore accessibility guidelines may exclude certain user groups, such as people with disabilities, from using the product effectively.
7. Broken or Confusing Navigation: Bad designs may have broken links, unclear navigation paths, or inconsistent placement of navigation elements, hindering

users from finding what they need.

8. Unattractive Aesthetics: Aesthetically unappealing designs can create a negative impression and may reduce user engagement and trust.

9. Poor Error Handling: Designs that do not provide clear feedback on errors or do not guide users in recovering from mistakes can lead to frustration and confusion.

10. Overwhelming Animation: While animation can enhance user experience, bad designs may use excessive or distracting animations that hinder usability.

**Here Are Some Examples of *Bad Design* :-**

**1) Slider for the notice Board :-**


***Img Src*** *:- Pict Pune , IT Department 3rd floor*

1. Enhanced User Experience: Incorporate a slider or hinge mechanism for easy access to the notice board, improving convenience for students and staff when posting or reading notices.

2. Notice Protection & Security: The mechanism will safeguard notices from dust, dirt, and tampering, ensuring their visibility and integrity for an organized and

secure information display.

**2) Automatic shuting down taps**

1. Water Efficiency: Replace the automatic shut-off with a sensor-based design that activates water flow when hands are detected and stops when they are removed, allowing for more controlled water usage and reducing wastage.

2. Enhance User Experience: Implement a manual override option alongside the sensor-based system, offering users the flexibility to adjust water flow duration according to their specific tasks and preferences, ensuring a more convenient and satisfying experience.

***Img Src** :- Pict Pune , IT Department ,Ground Floor, Boys Washroom*

**3) SwitchBoard at an height of 8-9 feet :-**

A placing a switchboard at a height of about 8 to 9 feet, which is not accessible to anyone, is generally considered a bad design decision. Here's why:

1. User Accessibility: Lower the switchboard to a more convenient height, ensuring easy access and operation for all users without the need for step stools or ladders.

2. Enhanced Safety and Inclusivity: By positioning the switchboard at a reachable height, you can mitigate safety concerns, prevent accidents, and create an inclusive environment that accommodates users of all ages and physical abilities.

***Img Src*** *:- Pict Pune , IT Department ,3rd Floor, Boys Washroom*

**4) Scanner at the reading hall:-**

Yes, having only one attendance scanner at a reading hall that results in generating long queues can be considered a bad design decision. Here are some reasons why this design can be problematic:

1. Multiple Attendance Scanners: Install multiple attendance scanners at different entry points to the reading hall, distributing the load and reducing queue lengths, thus improving efficiency and minimizing waiting time.
2. Streamlined Entry Process: Implement a more efficient and faster attendance scanning system, such as contactless or biometric scanning, to enhance the user experience and reduce waiting times for readers accessing the reading hall. `

***Img Src*** *:- Pict Pune Reading Hall*

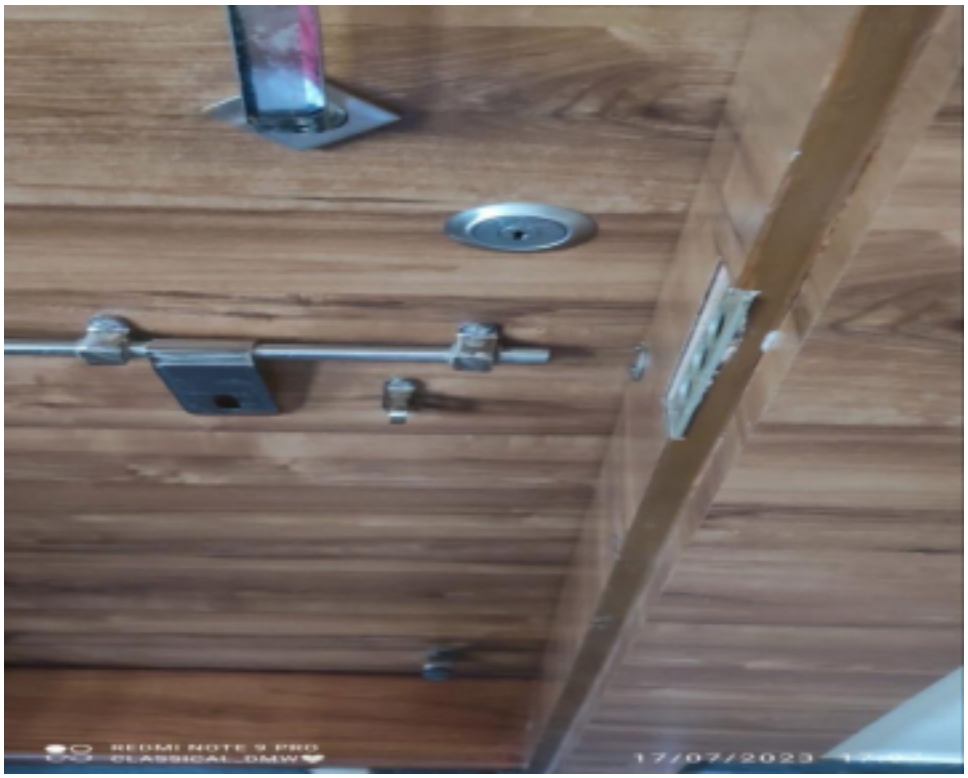
**5) Too Many Buttons at Switchboard:-**

1) Simplified Design: Streamline the switchboard by reducing the number of buttons or switches, ensuring a more intuitive and user-friendly layout that minimizes complexity and confusion.
2) Clear Labeling: Enhance usability by providing clear and visible labels for each switch, making it easier for users to identify and operate the switches accurately, even in low-light conditions.

***Img Src*** *:- Pict Pune , IT Department ,3rd Floor, Boys Washroom*

**Here are some Bad Design From Surroundings And Neighbourhood :-**

**1) Door Latch**



***Img Src** :- Home, Main Entarance*

1. Limited Security: Door latches may provide minimal security, making it easier for unauthorized individuals to gain access compared to more robust locking mechanisms.
2. Inconvenience: Latches can be inconvenient to operate, requiring precise alignment and effort to engage or disengage, potentially causing delays and frustration for users.

**2) Iodex Bottle :-**

1. Wasteful Packaging: The extra space at the base of the container leads to inefficient use of materials and results in wasteful packaging. It adds unnecessary bulk and increases production costs.

2. Inconvenience for Users: The presence of extra space makes the packaging larger than necessary, which may lead to difficulties in storage and handling for users. It can also result in excessive space occupation in retail displays and home medicine cabinets.


***Img Src** :- Home*

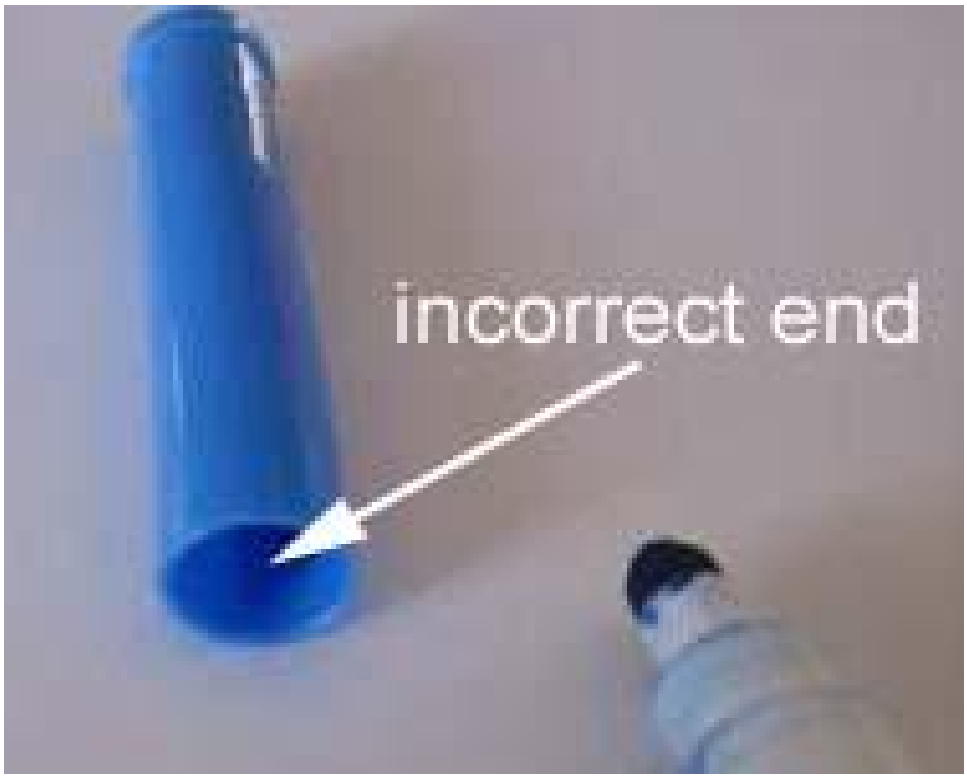
**3) Drawer in L Shape :-**

1. Inefficient Space Utilization: The L-shaped drawer design often leads to wasted and inaccessible space in the corner, making it challenging to utilize the entire drawer effectively.
2. Difficulty in Retrieving Items: Retrieving items from the corner of an L shaped drawer can be cumbersome and inconvenient, as users may have to reach and maneuver around other items to access what they need.

***Img Src*** *:- Hall, home.*

**Here are some bad design From [www.baddesign.com:](http://www.baddesign.com)1)Hey,**

**which side do you use for cutting?**




***Img Src*** *:-* **[www.baddesign.com](http://www.baddesign.com)**

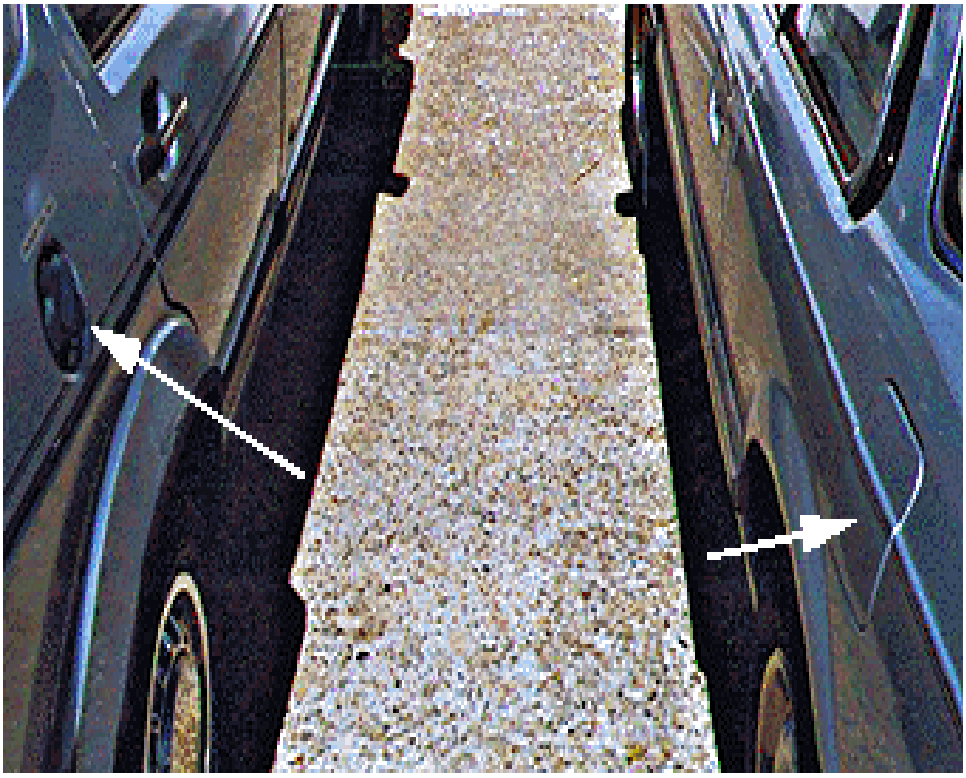
1) Ambiguity: An incorrect end to a marker can lead to confusion and uncertainty, as it's not immediately clear which end is meant for writing or erasing. This ambiguity can result in accidental marks or damage to the writing surface.
2) Inefficiency: Using a marker with an incorrect end can be time-consuming and inefficient, as users may have to repeatedly check which end is suitable for writing or erasing. This can slow down work processes and lead to frustration.

## 2) Spoon Container

***Img Src :-*** **www.baddesign.com**

1. Lack of Functionality: A spoon container may not effectively hold and organize spoons, leading to difficulty in accessing the desired spoon when needed. This can result in a messy and inefficient kitchen experience.
2. Hygiene Concerns: Without proper design considerations, a spoon container can accumulate dirt, dust, and food debris, posing potential hygiene issues and making it challenging to maintain cleanliness.

### 3) Gas Cap



***Img Src*** *:-* **www.baddesign.com**

1. Difficulty in Handling: Some gas caps can be challenging to grip and twist, especially for individuals with limited hand strength or dexterity, making refueling a frustrating task.
2. Misplacement Risk: Gas caps that are not tethered to the fuel door are prone to misplacement or loss, leading to potential fuel leaks and environmental hazards.

**Ambiguity In Gas Stove Buttons :**

***Img Src*** *:-* **www.baddesign.com**

1. Lack of Intuitiveness: Burners with buttons may not provide clear visual cues or feedback, making it difficult for users to understand which button corresponds to which burner or setting.
2. Cleaning Challenges: Buttons on burners can accumulate dirt and grime over time, making them challenging to clean and potentially affecting their functionality.

**Inconvenience in Accessing the Toilet Paper:-**

***Img Src*** *:-* **www.baddesign.com**

1. Inconvenience: Incorrect toilet paper positioning (e.g., placing it behind the user) can lead to difficulty in reaching and tearing the paper, causing inconvenience during bathroom use.
2. Wastefulness: Poorly positioned toilet paper can result in excessive use and wastage, as users may unintentionally unroll more than needed.

**Conclusion:-** We have successfully Identified and observe bad designs and we had submitted minimum of 3 to 5 photographs of bad designs in their surrounding or home or any product or neighborhood and create a report mentioning why is it bad.

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## Theory :-

### Good Design :-

Good designs exhibit several key characteristics that make them effective, user-friendly, and aesthetically pleasing. Here are some attributes of good designs:

1. Functionality: A good design serves its intended purpose effectively. It fulfills the needs and requirements of users, allowing them to accomplish their tasks easily and efficiently.
2. User-Centered: Good designs are created with the end-users in mind. They consider the users' preferences, abilities, and limitations, resulting in an intuitive and user-friendly experience.
3. Simplicity: Good designs are often simple and easy to understand. They avoid unnecessary complexity and clutter, making it easier for users to interact with the product or service.
4. Consistency: Consistent design elements and patterns create a cohesive and harmonious user experience. Users can predict how the design behaves, leading to a more familiar and comfortable interaction.
5. Aesthetics: Good designs pay attention to aesthetics and visual appeal. They use colors, typography, and layout to create an attractive and engaging presentation.
6. Accessibility: Good designs are accessible to a diverse range of users, including those with disabilities. They consider factors like readability, contrast, and navigability to ensure inclusivity.
7. Efficiency: A good design is efficient and minimizes the steps required to achieve a task. It respects the users' time and effort, streamlining processes for a smooth experience.
8. Clarity: Good designs communicate information clearly and effectively. They use appropriate visual cues, icons, and labels to guide users and reduce confusion.

**Here Are Some Examples of *Good Design* :-**

**1) News-Paper Stand :-**


***Img Src*** *:- Pict Pune Reading Hall Porch*

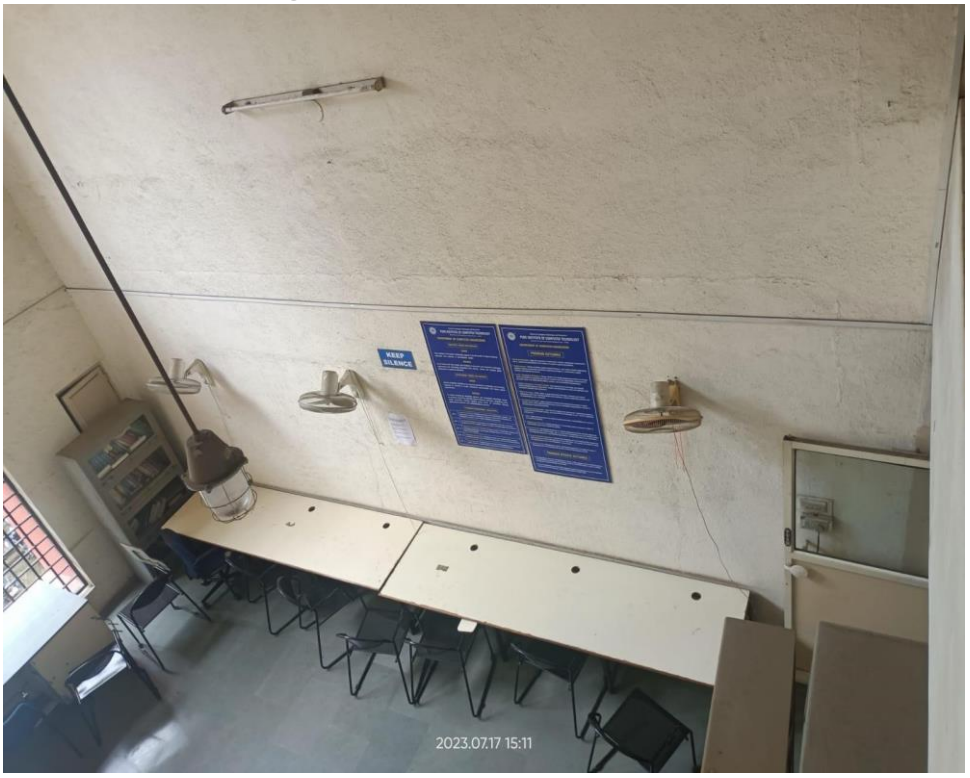
1. Functionality: A good design should serve its primary purpose effectively, which in this case is holding newspapers in an organized and accessible manner. The string and rim should securely hold the newspapers, preventing them from falling or getting damaged.
2. User-Centered Design: Consideration should be given to the users who will interact with the newspaper stand. The height and positioning of the string and rim should be convenient for users to access the newspapers easily.

**2) Sanitizer Stand :-**

1. Enhance Sustainability: Incorporate eco-friendly materials and a refillable sanitizer container to reduce single-use plastic waste.
2. Improve Aesthetics and Branding: Enhance the visual appeal of the foot-operated sanitizer dispenser and add branding elements to increase user engagement and recognition.
3. Ensure Portability and Versatility: Make the sanitizer stand easily portable with features like wheels or adjustable height options for seamless adaptation to various environments.


***Img Src*** *:- Pict Pune Main Enterance*

**3) Wall Fans in reading hall :-**




***Img Src** :- Pict Pune, Computer Department Reading Hall*

1. Minimal Space Usage**:** Wall fans are mounted on the walls, which means they don't occupy floor space. This is advantageous in areas where floor space needs to be optimized for seating or movement.
2. Adjustable Airflow**:** Most wall fans come with adjustable settings, allowing users to control the airflow according to their preferences. This flexibility lets readers customize their comfort levels.

**4) Passage Between Two Buildings :-**


***Img Src*** *:- Pict Pune Reading Hall Porch*

The design change to create a way for passing between the two departments at the xerox center is indeed a good design decision. Here are some reasons why this modification is beneficial:

1. Improved Connectivity: By creating a way for passing between the two departments, the xerox center now fosters better connectivity and communication between the two teams. This can lead to increased collaboration and efficiency.
2. Enhanced Workflow: The improved accessibility allows for a smoother flow of work between the two departments. It enables seamless interactions and exchange of documents or materials without barriers.

### 5) Cable management feature at the furniture

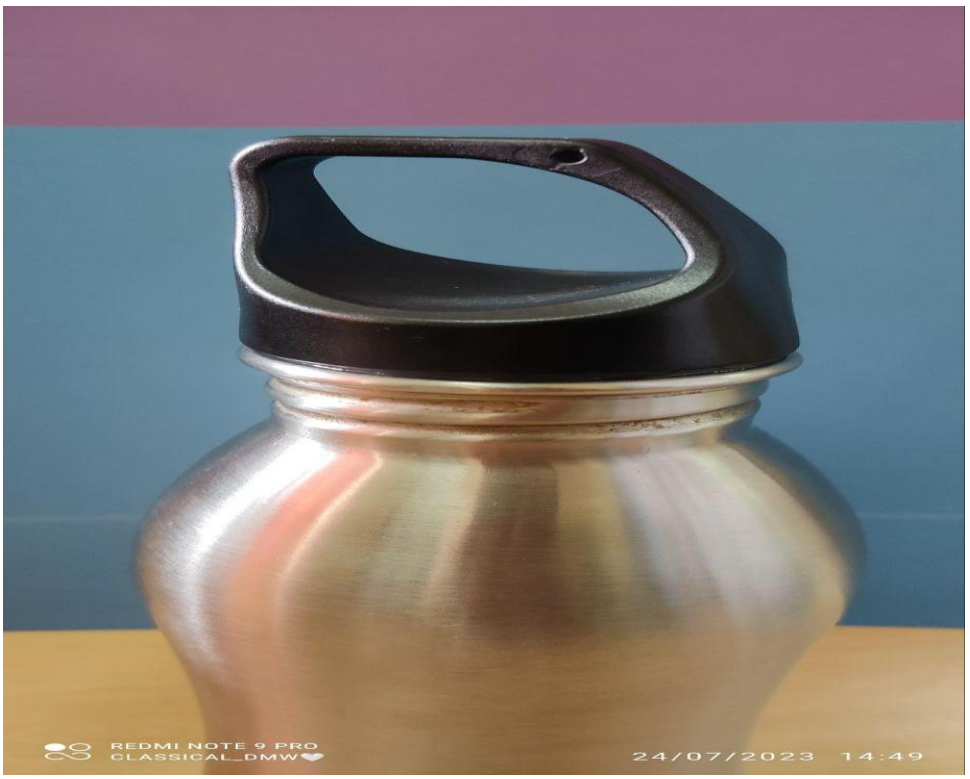
Yes, incorporating holes or cable management features in furniture to facilitate charging wires and other cables is indeed a good design decision. Here are some reasons why this design is beneficial:


***Img Src*** *:- Pict Pune, IT department 3rd floor*

1. Convenience & Safety: Install cable management for easy wire routing below the table, reducing clutter and tripping hazards, creating a safer and more organized workspace.
2. Improved Aesthetics: Hide cables under the table surface for a cleaner and visually appealing environment, enhancing the overall workspace aesthetics.

**Here are some good designs from surroundings:**

## 1. Bottle Holder




***Img Src*** *:- Home*

1. Ergonomic and User-Centric Design: The bottle's ergonomic shape prioritizes user comfort and easy handling, allowing for a secure grip during sports, outdoor activities, or daily commutes. The adjustable holder caters to users of all ages, ensuring effortless carrying.
2. Durable & Lightweight Materials: Crafted from high-quality stainless steel, BPA-free plastic, or shatter-resistant glass, the bottle and holder are robust enough to withstand rough conditions. Their lightweight construction prevents unnecessary burden, making them practical for diverse environments and daily use.

2**. Desktop having buttons for brightness**


***Img Src*** *:- Study Room, Home*

1. Intuitive Brightness Control: Effortlessly adjust display luminance with dedicated buttons for personalized comfort and an enhanced viewing experience.
2. Seamless User Experience: Streamlined design allows convenient brightness adjustments without complex menus, ensuring user-friendly optimization of display visibility for everyday tasks.

**3. Bladeless Fan**

1. Safe and silent: Bladeless fan with no exposed blades, ensuring a child-friendly environment and providing a quiet, gentle airflow for peaceful comfort.
2. Innovative design: Bladeless fan offers safe, blade-free cooling, minimizing noise and creating a tranquil atmosphere for relaxation or work.

***Img Src** :- Home*

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