Assignment 1 - Good and bad design

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The bad design I choose is from a restaurant in a hotel that I used to work on the summer, they try to adapt the menu to a digital format with a QR code like many other restaurants, but the problem is the QR code doesn't direct to the restaurant menu itself, it has a home page with very menus from other hotel services and during the rush hour many costumers are confused about the menus to access , to add to this trouble the restaurant menu has divided between the food and the drinks and the names for both of that menus aren't very explanatory as you can see on the right, the food is Raimundo(the name of the restaurant that many customers doesn't know) and the drinks is CAPA RICA(even worse because many customers doesn't speak Portuguese and didn't understand the name), so instead of simple handing the QR code we waiters had to waste many time explaining were to click.

The good design I choose is a app that is for padel players, before to book a court the most popular app was aircourts that had a very bad design and doesn't allow to input search parameters we only could choose a club and then see available hours, now with the app Playtomic the design is much better we can add a lot of filters and it offers a lot more services like if a person cancel last time we can launch the game in the app and all the app users can join securing the game, it also provides a custom level for each player so every game is balanced, all this is on a very understanding and intuitive interface, for myself a padel player it improves my game experienced by a lot.