

Good and bad user interface design

IPM – Lab assignment 1

Pedro Agostinho – 50203 – P3

TV Remote

Objective

- Control a television from a distance.
- Trigger its operations through interactive buttons.



Bad UI Design

Bad aspects

- There are too many buttons.
- Some buttons are often never used.
- Bad button grouping.

Why is it bad?

- With so many buttons, it is hard to find a certain one.
- It is difficult to identify the objective of some buttons.



Bad UI Design

Why this design?

- Probably because the manufacturers wanted the remote to have as many operations as possible, therefore having more control over the television.

Possible improvements

- Some buttons could be dismissed, mainly because their intended operation could be achieved through other more important buttons and good software.
- Group the buttons in a more interactive way.



Good UI Design

Good aspects

- Not many buttons.
- The buttons are well grouped.
- Some buttons are well represented with icons.

Why is it good?

- The reduced amount of buttons and their groups make the remote have a cleaner look.
- It is easy to identify a button's goal.
- The button icons successfully represent their respective task.

