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 :-

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.

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.

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.

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.


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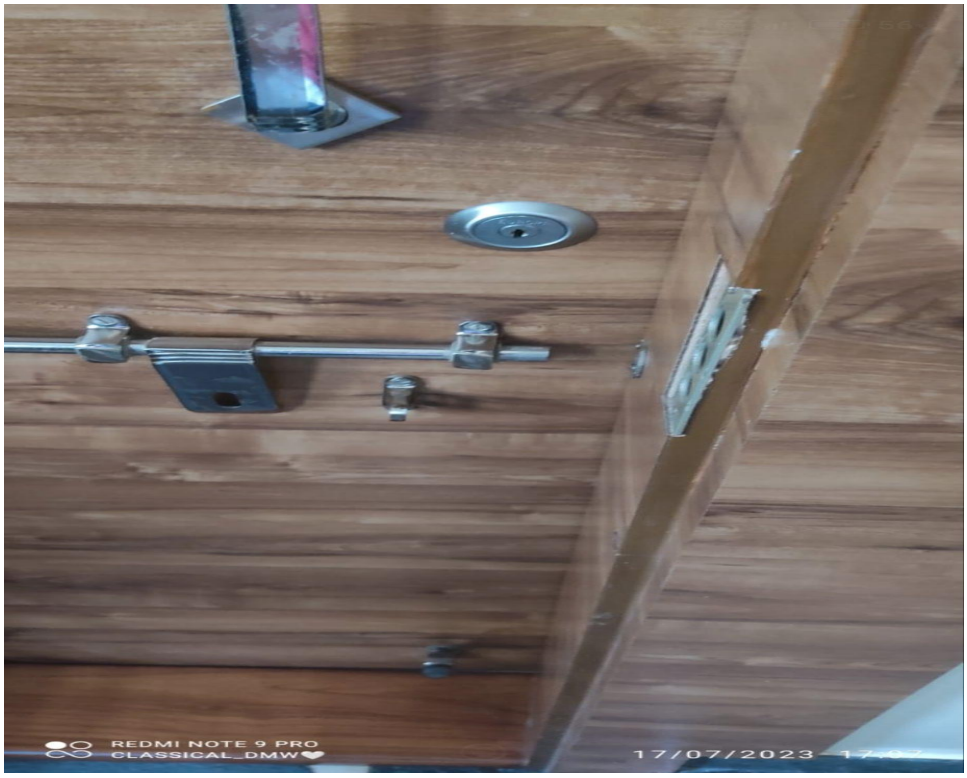
Here are some Bad Design From Surroundings And Neighbourhood :-

1) **Door Latch**

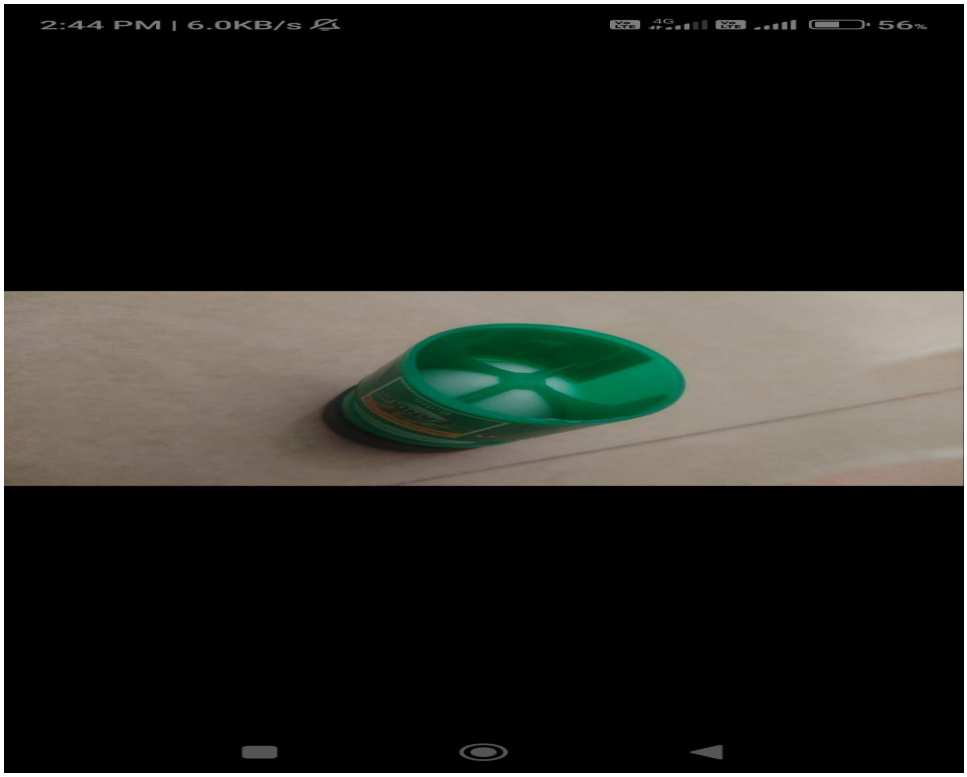


1. Limited Security: Door latches may provide minimal security, making it easier for unauthorized individuals to gain access compared to more robust locking mechanisms.
2. Inconvenience: Latches can be inconvenient to operate, requiring precise alignment and effort to engage or disengage, potentially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



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.


Vaseline
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Here are some bad design From [www.baddesign.com:-](http://www.baddesign.com)

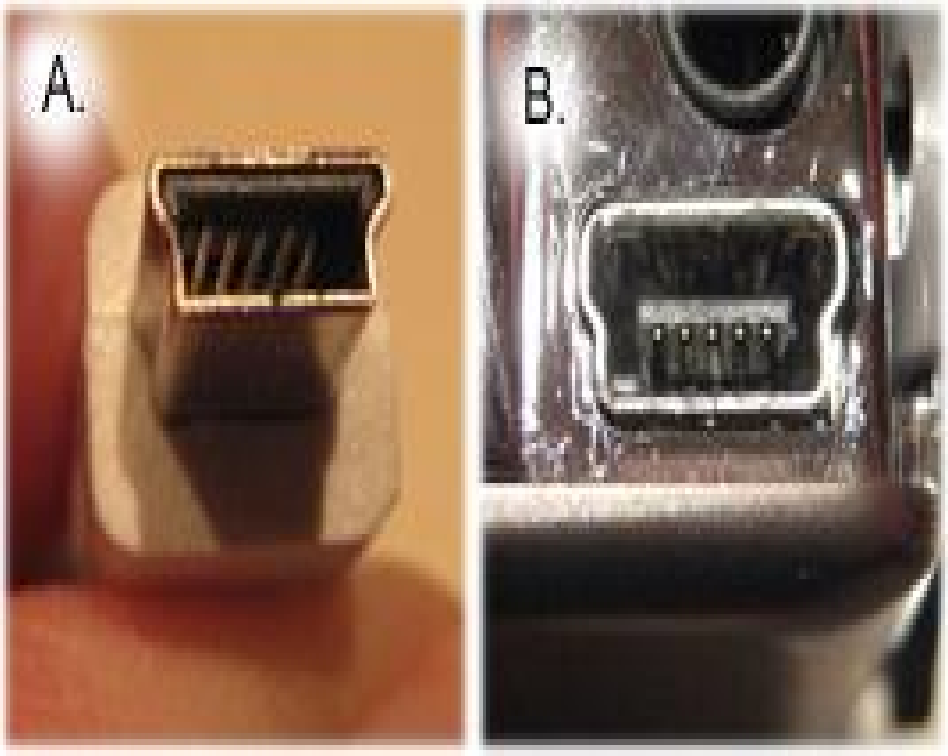
1)Hey, which side do you use for cutting?

This is a nice attractive knife. Just one problem. Which side do you use for cutting? Although you can tell which end is the handle and which end is the blade, it isn't clear which side of the blade cuts.

2) Plugging in a USB connector

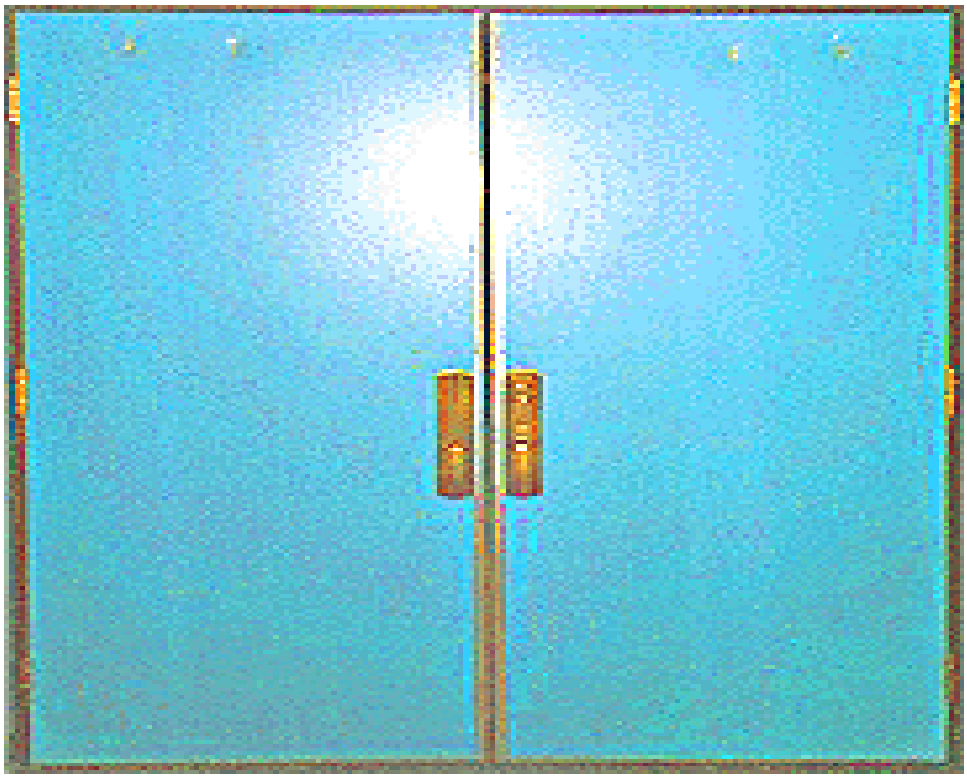
1. Enhanced User-Friendly Design: Manufacturers should consider incorporating a more prominent and easily identifiable indicator on the USB connectors, ensuring users can quickly determine the correct orientation, whether it's horizontal or vertical, to minimize plug-in errors.
2. Universal Orientation: Design USB connectors to be reversible, eliminating the need for users to worry about orientation altogether, thereby simplifying the connection process and saving valuable time for billions of users worldwide.

Design suggestion



If the connector could be inserted either way and work, or if it was asymmetrical, like the mini USB connector in Photo A., which plugs into B., this problem would be solved.

3) Doors without windows



Here is another example of doors without windows. This picture shows a set of doors in the hallway of a university building. Imagine reaching to pull open these doors just when someone on the other side is pushing them open.

Here is a picture of a set of doors in the same hallway as the doors above. These doors have built-in windows so that you can see if there are people on the other side of the door.

Design suggestion

Make sure your design provides displays of everything a person needs to see.

Don't go to the right?

Here is a sign I saw driving down a dirt road at night in Cabo San Lucas, Mexico. I have to admit I really wasn't sure what it meant. Did it mean "Don't go to the right" or "Go to the right, not the left"?

If the two symbols "do not" and "to the right" are seen as a unit, they might mean "don't go to the right". Alternatively, if they are seen as separate, they might mean "don't go to the left, go to the right". Confusing?

Design suggestion

If the sign is meant to communicate "don't go to the right", the symbols could be put closer together or on top of each other. If the sign is meant to communicate "don't go to the left, go to the right", the symbols should be moved farther apart or put on separate signs.

Making a photocopy

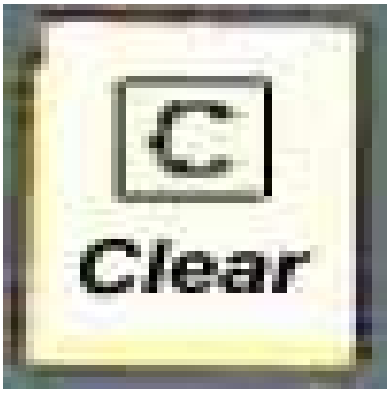
Imagine that you just put your document into the photocopier and set the photocopier to make 15 copies, sorted and stapled. Then you push the big button with the "C" to start making your copies. What do you think will happen?

(a) The photocopier makes the copies correctly.
(b) The photocopier settings are cleared and no copies are made.

If you selected (b) you are right! The "C" stands for clear, not copy. The copy button is actually the blue button on the left with the "line in a diamond" symbol.

Design suggestion

The "line in the diamond" symbol is a standard symbol for "Start." Many people do not know this. The word "Start" could be added below the symbol making it obvious that this is the button used to make copies.



The button label "C" is not a standard symbol, although it is used on some photocopiers and other devices. The word "Clear" could be added below the "C" symbol thus indicating its use.

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.