

IPM - Interação Pessoa-Máquina

Assignment 1

Evaluating User Interface Design: Good and Bad design examples

Good Design example

After looking around, I found an example of what seemed like a well-designed interface right at home: a TV remote.

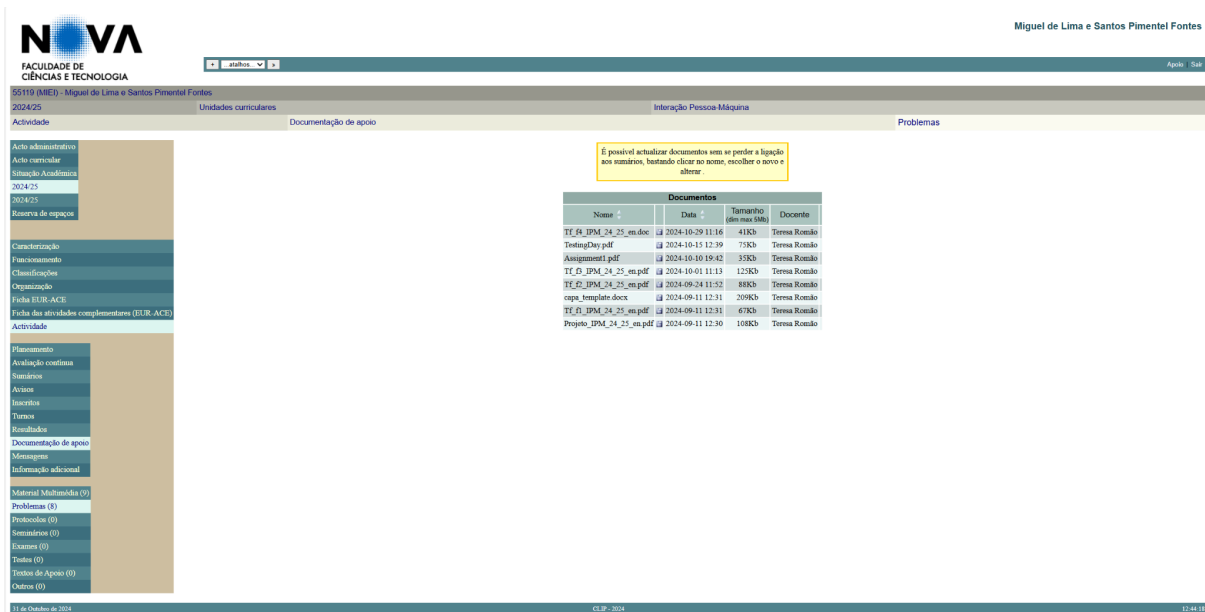


Simple objects like a TV remote can showcase good design practices. This remote, for example, places all the essential buttons at the top, including the power and number buttons, which are high-contrast and easy to see, even in dim lit places. The volume and channel controls have a straightforward design, making it immediately clear what each button does. At the bottom, dedicated buttons for popular applications, labeled with their logos, make these frequently used apps accessible and easy to identify.

However, the remote isn't perfect. The circular navigation section in the middle could be confusing for some users. Without clear directional arrows or tactile feedback, it may not be obvious that this part is meant for menu navigation, potentially causing some users to misinterpret its purpose.

Bad Design example

Nowadays, it can be challenging to find a completely flawed interface, as most systems have undergone iterations to improve usability. However, upon entering the "Problemas" section of this course in the CLIP platform, I realized it exemplifies some poor design choices. I will examine why some choices in the design of this page are ineffective, focusing on both functional and aesthetic issues, and provide recommendations for improving the user experience.



The primary goal of this page is to allow students to download course materials that the professor has made available. The core functionality should be simple and intuitive: users should quickly locate the materials, view details, such as name and file upload date, about each document, and download them with ease. We can see that the core functionality is achieved by having the most important part of the page is in the center, which displays the items and makes them available to download to the user.

Analysis of Good and Bad Aspects

Good Aspects

The interface has some positive elements, notably the placement of course materials at the center of the page, which highlights the main function: allowing students to download documents. This central layout makes it easy for users to locate the document table, which conveniently displays essential details such as the file name, date, size, and author, enabling users to find specific files without much hassle.

Bad Aspects

The interface has several design flaws that make it less user-friendly. The sidebar on the left is cluttered with numerous options, which can be overwhelming and confusing for users trying to navigate quickly. Additionally, the redundancy in some button labels, such as having two buttons labeled “2024/2025” that lead to different parts of the platform, adds to the confusion and increases the likelihood of user error. Overall, the design feels a bit outdated and overly busy, with a lack of white space and a mixture of colors that can make the interface visually overwhelming for some users.

Why These Aspects are Problematic

These problematic aspects create cognitive overload, in the case the user wants to navigate to other pages within the same course. The cluttered layout and redundant labels increase the likelihood of errors and user frustration, while the outdated design detract from the page’s readability and overall usability.

What I would change to make it better

The interface could be improved by transforming some of the sidebar buttons into a few collapsible menus, reducing clutter and making navigation clearer. The document table should include a distinct "Download" button, or have a clearer button for that purpose, for each item, enhancing usability. Additional white space and a modernized color scheme would give the page a cleaner, more professional look.