Good and Bad Design - Human-Machine Interaction

Good Design example:

Tablet Cover

Reasons:

- Not only the cover protects from external elements but also acts as support for the tablet

Possible improvements:

- For this model of cover maybe having some kind of lock so there's no particles trapped between the cover and the screen

Bad Design example:

Vending machine just like the ones on Ed. II

Reasons:

This vending machine is an example of bad design because the items that it sells can:

- Get stuck;
- Break into pieces (hard cakes).

Possible improvements:

For improvements this machine could have a mechanical arm that gets the selected item and then gently lowers it to basket for the user to collect.

Another possible solution a cheaper for that one would be a pillowed basket so that it breaks the fall of the selected item, however it does not solve the issue regarding items getting stuck.

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