**Individual Assignment 1: Design – The Good and the Bad**

Name:

Dal ID (BannerID):

Good Design Examples (8)

\*Use 4 Gestalt's principles and 4 affordances (no repeats)

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| Example 1 – [add Gestalt's principle] |
| Screenshot (with URL at the bottom): |
| Paragraph that the describes what the example is supposed to allow users to do (its overall purpose): |
| Three to five (3-5) points to justify it being a good design (design rule/principle) and justification for each point. |
| Example 2 - [add Gestalt's principle] |
| Screenshot (with URL): |
| Paragraph that the describes what the example is supposed to allow users to do (its overall purpose): |
| Three to five (3-5) points to justify it being a good design (design rule/principle) and justification for each point. |
| Example 3 - [add Gestalt's principle] |
| Screenshot (with URL): |
| Paragraph that the describes what the example is supposed to allow users to do (its overall purpose): |
| Three to five (3-5) points to justify it being a good design (design rule/principle) and justification for each point. |
| Example 4 - [add Gestalt's principle] |
| Screenshot (with URL): |
| Paragraph that the describes what the example is supposed to allow users to do (its overall purpose): |
| Three to five (3-5) points to justify it being a good design (design rule/principle) and justification for each point. |
| Example 5 - [add Affordance] |
| Screenshot (with URL): |
| Paragraph that the describes what the example is supposed to allow users to do (its overall purpose): |
| Three to five (3-5) points to justify it being a good design (design rule/principle) and justification for each point. |
| Example 6 - [add Affordance] |
| Screenshot (with URL): |
| Paragraph that the describes what the example is supposed to allow users to do (its overall purpose): |
| Three to five (3-5) points to justify it being a good design (design rule/principle) and justification for each point. |
| Example 7 - [add Affordance] |
| Screenshot (with URL): |
| Paragraph that the describes what the example is supposed to allow users to do (its overall purpose): |
| Three to five (3-5) points to justify it being a good design (design rule/principle) and justification for each point. |
| Example 8 - [add Affordance] |
| Screenshot (with URL): |
| Paragraph that the describes what the example is supposed to allow users to do (its overall purpose): |
| Three to five (3-5) points to justify it being a good design (design rule/principle) and justification for each point. |

Bad Design Examples (4)

\*Use 2 Gestalt's Principle violations and 2 Affordance violations (no repeats)

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| Example 1 – [Add Gestalt's principle] |
| Screenshot (with URL): |
| Paragraph that the describes what the example is supposed to allow users to do (its overall purpose): |
| Three to five (3-5) critique points to justify it being a bad design (design rule/principle it violates) and justification for each point. |
| Example why the example may have been designed this way (2-3 points based on your opinion) |
| Two ways you could improve the design (based on design principles). You can include a mocked up screenshot to help but you still need to clearly describe the change and justified. |
| Example 2 – [Add Gestalt's principle] |
| Screenshot (with URL): |
| Paragraph that the describes what the example is supposed to allow users to do (its overall purpose): |
| Three to five (3-5) critique points to justify it being a bad design (design rule/principle it violates) and justification for each point. |
| Example why the example may have been designed this way (2-3 points based on your opinion) |
| Two ways you could improve the design (based on design principles). You can include a mocked up screenshot to help but you still need to clearly describe the change and justified. |
| Example 3 – [Add Affordance] |
| Screenshot (with URL): |
| Paragraph that the describes what the example is supposed to allow users to do (its overall purpose): |
| Three to five (3-5) critique points to justify it being a bad design (design rule/principle it violates) and justification for each point. |
| Example why the example may have been designed this way (2-3 points based on your opinion) |
| Two ways you could improve the design (based on design principles). You can include a mocked up screenshot to help but you still need to clearly describe the change and justified. |
| Example 4 – [Add Affordance] |
| Screenshot (with URL): |
| Paragraph that the describes what the example is supposed to allow users to do (its overall purpose): |
| Three to five (3-5) critique points to justify it being a bad design (design rule/principle it violates) and justification for each point. |
| Example why the example may have been designed this way (2-3 points based on your opinion) |
| Two ways you could improve the design (based on design principles). You can include a mocked up screenshot to help but you still need to clearly describe the change and justified. |