Assignment 1

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Good and bad user interface design

For this assignment I will review the interface of two apps, Splitwise and Tricount, that have similar functions. Their main function is to manage expenses in trips, for couples or groups of friends, and they work in a very similar way. Personally, and as a disclaimer, I use both but I prefer to use Splitwise.

Example of a good design - Splitwise

Below is the initial page of the app once we are logged in. We can see every group we have created or were invited to in an easy and quick way because there are not a lot of icons and we can define a group picture which makes the association to the group easier. Additionally, we can see the balance in each of the groups and how much we owe or are owed in total, keeping everything needed in the initial page, demonstrating that less is more

Finally, and I find it very useful, we can add an expense by clicking in the button *Adicionar despesa* and we are redirected to another page. In this page, we can select to which group we should assign the expense.

Example of a bad design - Tricount

Like the previous case, below is the initial page of the app once we are logged in. We can also see in which groups we are in. However, we cannot see the group balances or the total balanced owed or due. Additionally, we cannot change the picture of the group and there is no possibility to add a new expense from this page, we need to get in the group page where the option is available.

To improve this app, I would try to tackle these points mentioned above because it would make the app quicker and easier to use.