

EXPERIMENT-1

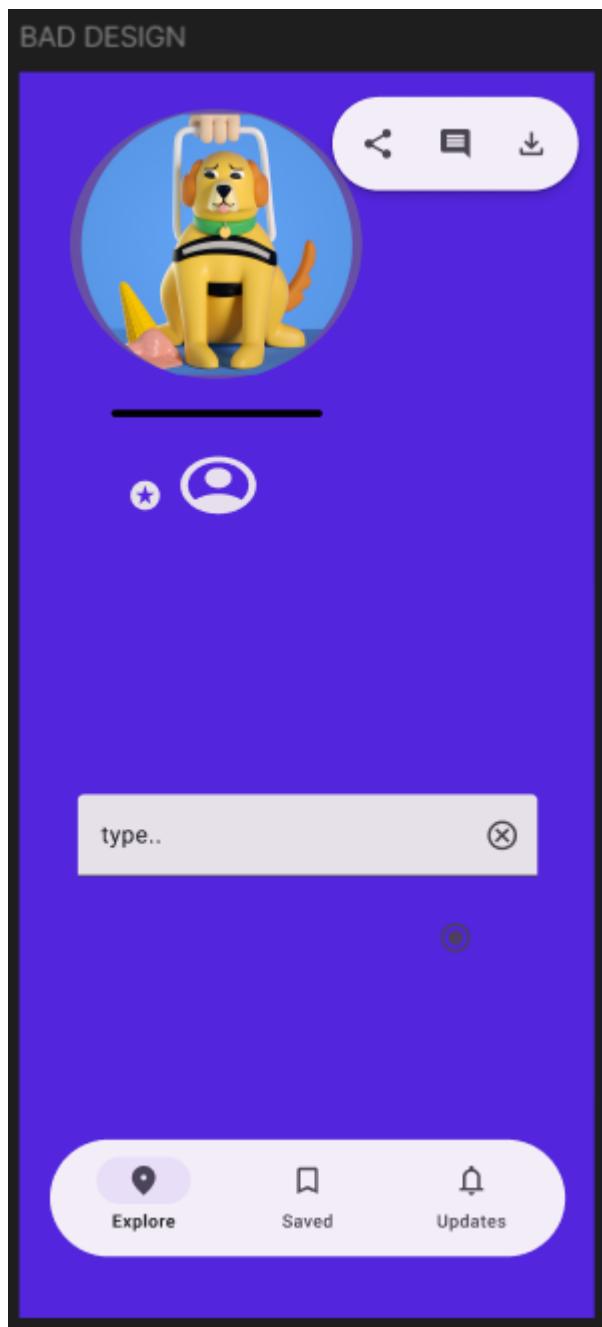
ROLL NO:240701198

NAME:JAI AAKASH S

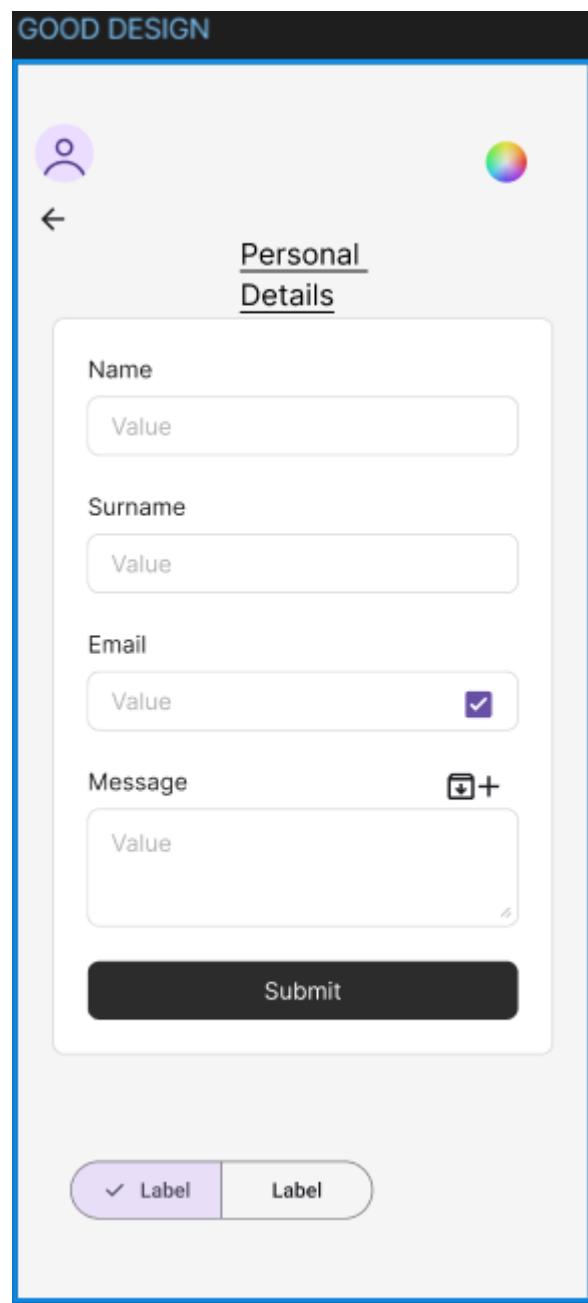
USER INTERFACE AND DESIGN

COMPARISON OF UI DESIGN BETWEEN TWO FIGMA CREATION

BAD DESIGN:



GOOD DESIGN :



PROTOTYPE LINK:

<https://www.figma.com/design/T8RHGliDI2HhWwfB37XJWC/uid-good-and-bad-design?node-id=0-1&p=f&t=7yLZrqXFLL0zcU2m-0>

Comparison of Good UI Design and Bad UI Design

BAD DESIGN (Right Screen)

1. Visual Design

- Uses very bright and saturated background colors which reduce readability.
- Excessive use of illustrations and decorative elements distracts users from the main task.
- Poor color contrast between text and background makes content hard to notice.

2. Layout & Alignment

- Elements are not properly aligned, leading to a cluttered appearance.
- Lack of clear spacing between UI components causes visual confusion.
- Important actions are not clearly highlighted.

3. Usability

- No clear hierarchy; users may struggle to understand where to start.
- Input field placement feels disconnected from the rest of the interface.
- Icons are unclear and lack labels, reducing intuitiveness.

4. Consistency

- Inconsistent icon styles and element sizes.
- Visual components do not follow a uniform design pattern.

5. User Experience

- Overloaded visuals increase cognitive load.
 - Users may feel confused and distracted while interacting with the interface.
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GOOD DESIGN (Left Screen)

1. Visual Design

- Uses a clean and minimal color palette, improving readability.
- Proper contrast between background, text, and input fields.
- Simple icons that support the interface without overpowering it.

2. Layout & Alignment

- Well-structured form with clear alignment and spacing.
- Logical flow from top to bottom makes it easy to follow.
- Important elements like the **Submit** button are clearly visible.

3. Usability

- Clear labels for each input field improve understanding.
- User knows exactly what information to enter.

- Icons are meaningful and placed appropriately.

4. Consistency

- Uniform typography, spacing, and component styles.
- Consistent button shapes and input field designs.

5. User Experience

- Clean and focused interface reduces cognitive load.
 - Smooth and intuitive interaction improves user satisfaction.
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KEY DIFFERENCES

Aspect	Good Design	Bad Design
Clarity	Clear and readable	Confusing visuals
Layout	Well-structured	Poor alignment
Usability	Easy to use	Hard to understand
Visual Balance	Minimal and clean	Overcrowded
User Focus	Task-oriented	Distracting

CONCLUSION

The **good design** prioritizes usability, clarity, and consistency, making it user-friendly and efficient.

The **bad design**, while visually attractive, fails to support user goals due to poor layout, excessive decoration, and lack of clarity.
