

# Assignment 1: Good and bad design

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## Bad design

The **faucet** displayed in the image, is an example of a poor user interface. In a faucet, it should be practical for the user to regulate both water temperature and water pressure. This one, however, has no indication for any of these aspects. Even if the user relies on his/hers experience from using different faucets in the past, which usually have the same standard manner of use, the acquired knowledge won't apply to this faucet. Instead, the handle works in a joystick like manner. On the other hand, this design is sleek and innovative, which might appeal to some users.



## Good design

The **lamp** shown in the image is an example of a good user interface. It serves the basic purpose of a lamp, which is to light a specific area, with the bonus of being adjustable, providing the user with the possibility of moving the light in all directions. Additionally, the lamp occupies a very small amount of surface area on the table, leaving space that can be useful to the user.

