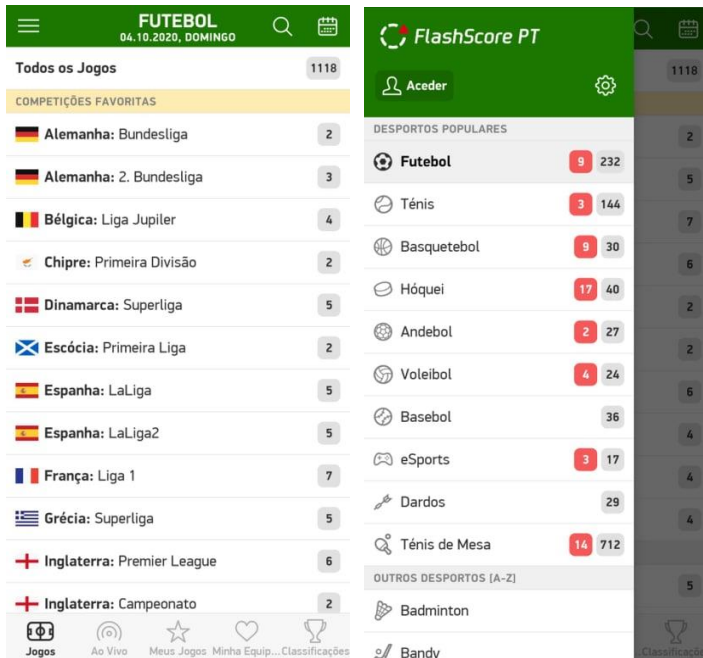# 1st Assignment – Good and Bad User Interface Designs

Good User Interface Design

I choose the FlashScore application has my example of a good user interface design because I think it's the most intuitive and user-friendly app I have ever used. FlashScore is an app with information about different sports and competitions all around the world. If I want to find a specific competition in the app, first I choose the competition's sport, which is shown on the app together with a related icon (like a football ball next to football for example) that helps you finding the sport even faster, and then you choose the competition. To choose the competition you not only have the competition country's name before the competition, which helps you making sure you're choosing the right competition (there may be different competitions in different countries with the same name), but also the country's flag which makes it even easier to find the country you're looking for.

Bad User Interface Design

In this image we can see a clear example of a bad design. This design flop makes one of the toilets useless. Whoever made this was clearly trying to be as efficient as possible with the space he had in the bathroom but forgot about the user experience. Two men had to be at the exact same spot to use the two different toilets, which is impossible, therefore one of the toilets becomes useless.