

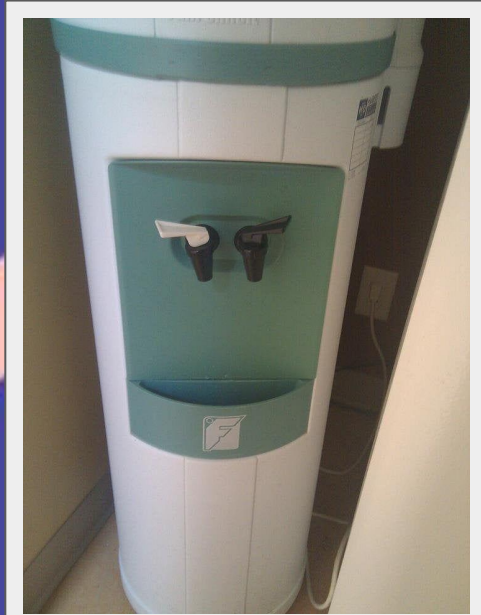
The background is a solid dark blue. It features several floating, isometric-style icons in red and cyan. These include a red button with a white plus sign, a red button with the word 'BUTTON' in white, a cyan button with a white greater-than sign, a large red rectangle with a white play button icon, a cyan button with a white less-than sign, a red circle with white code symbols, a cyan cylinder, and a cyan circle with a white number '1'.

IPM - Assignment 1

Good and Bad User Interfaces

Vasco Malta nº 58592

Bad User Interfaces



The water dispenser has a poor design since the hot and cold water levers have ambiguous colors.

Good User Interfaces



The car dashboard is a good example of a user interface, as it stays in the user's field of vision. This contributes to increased user safety, better car usage, and staying informed about the fuel level in the tank.