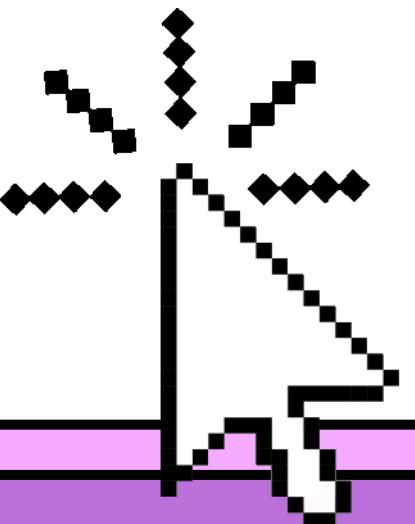




A stylized web browser window frame with a light blue header bar containing navigation icons (back, forward, search) and a close button. The main content area is white with a black border.

Soutenance Projet BadUI

Léo Moncoiffet & Katia Jagueneau



Bad UI

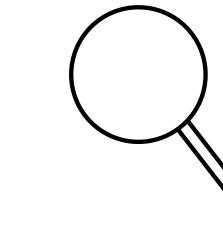


Qu'est ce qu'une Bad UI ?

- Une Interface Utilisateur
- Frustrante à utiliser
- Bien codée
- Esthétique dérangeante



Sommaire



Organisation
Technologies utilisées

Exemples de Bad Uis existantes

Nos Bad Uis

Problèmes rencontrés

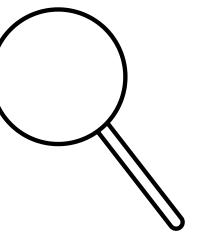
Autres idées de Bad Uis

Conclusion



Start

Exemples de Bad UI



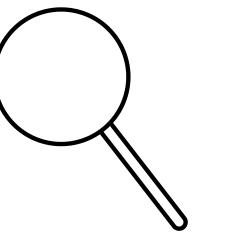
1) La Poubelle

- Limite de caractères
- Facilement bypassable
- Code côté client

The screenshot shows the 'Sources' tab of a browser's developer tools. The left sidebar lists files: 'top', 'badDesign.html' (selected), 'js.js' (highlighted in orange), 'css', and 'bing'. The main area displays the contents of 'js.js':

```
1 var input = document.getElementById("usernameInput")
2 var y = input.getBoundingClientRect().top + 10
3 var x = input.getBoundingClientRect().left + 150
4
5 var mainDiv = document.getElementById('main')
6
7 var fallingDivs = []
8
9 input.addEventListener('input', () => {
10   while(isOverflow(input)){
11     let fallingChar = input.value.substr(-1)
12     input.value = input.value.slice(0,-1)
13
14     let fallingDiv = document.createElement("div")
15     fallingDiv.innerText = fallingChar
16
17     fallingDiv.classList.add("fallingDiv")
18     fallingDiv.style.top = y + "px"
19     fallingDiv.style.left = x + "px"
20
21     mainDiv.append(fallingDiv)
22     fallingDivs.push(fallingDiv)
23   }
24 }
25
26 function isOverflow(element) {
27   return false;
28 }
29
30 setInterval(() => {
31   fallingDivs.forEach(fallingDiv => {
32     if(Number(fallingDiv.style.top.slice(0,-2)) < document.getelement
33     fallingDiv.style.top = Number(fallingDiv.style.top.slice(0,-2))
34     fallingDiv.style.transform = 'rotate(' + (Number(fallingDiv.styl
35   })
36 })
37 },40)
```

Exemples de Bad UI



2) Date Picker

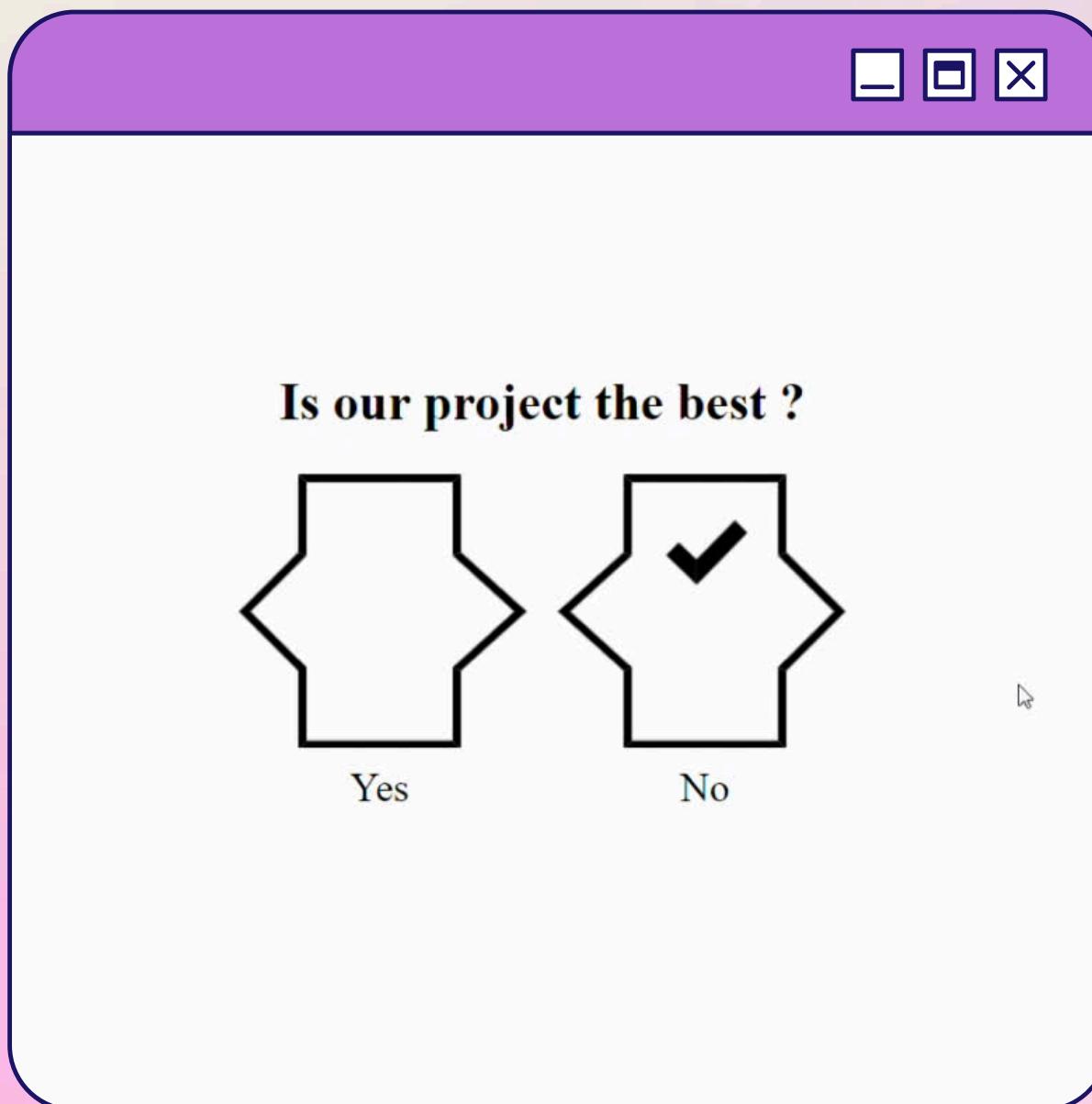
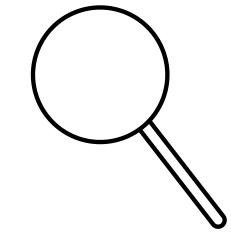
- Choix de la date
- Facilement bypassable
- Code côté client

A screenshot of a "Sign Up" application window. The window has a dark gray background and a purple header bar with close, minimize, and maximize buttons. The title "Sign Up" is centered in the header. Below the header, there are two input fields: "Name" and "Password", each with a horizontal line for text entry. At the bottom of the window, there is a "Date of Birth" label followed by a text input field containing the value "06/02/2023". A large, dark gray circular placeholder is positioned at the bottom center of the window, with a small yellow dot in its center and a hand cursor icon at the bottom right corner. The overall design is minimalist but lacks user interaction feedback for the date input field.





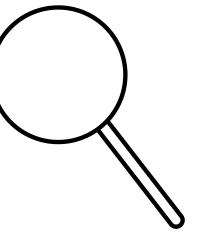
Exemples de Bad UI



3) Jeu du fakir

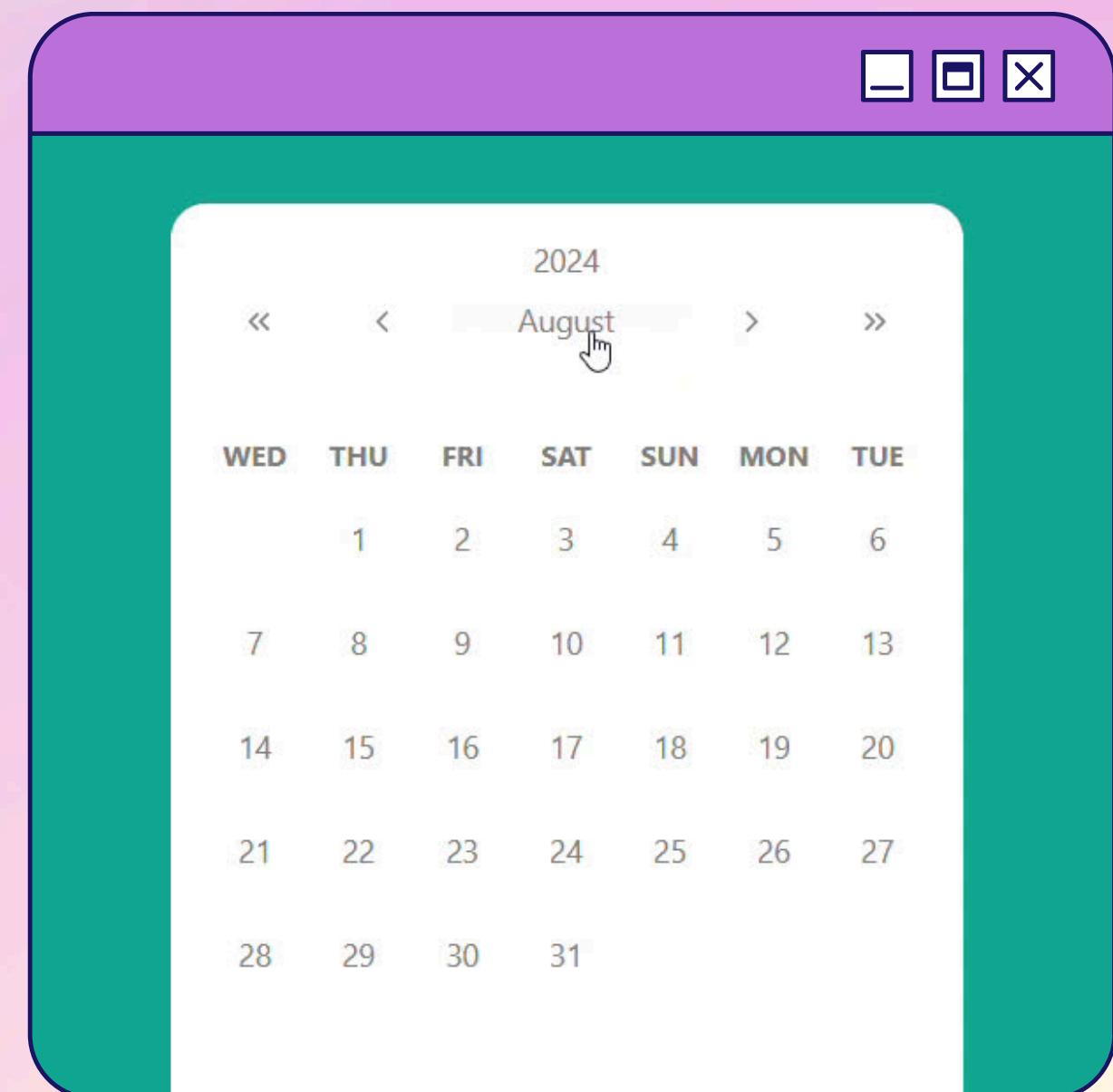
- Question fermée
- Simulation de hasard
- Code côté client

Exemples de Bad UI



4) Calendar Hell

- Différentes difficultés
- Facilement bypassable
- Code côté client



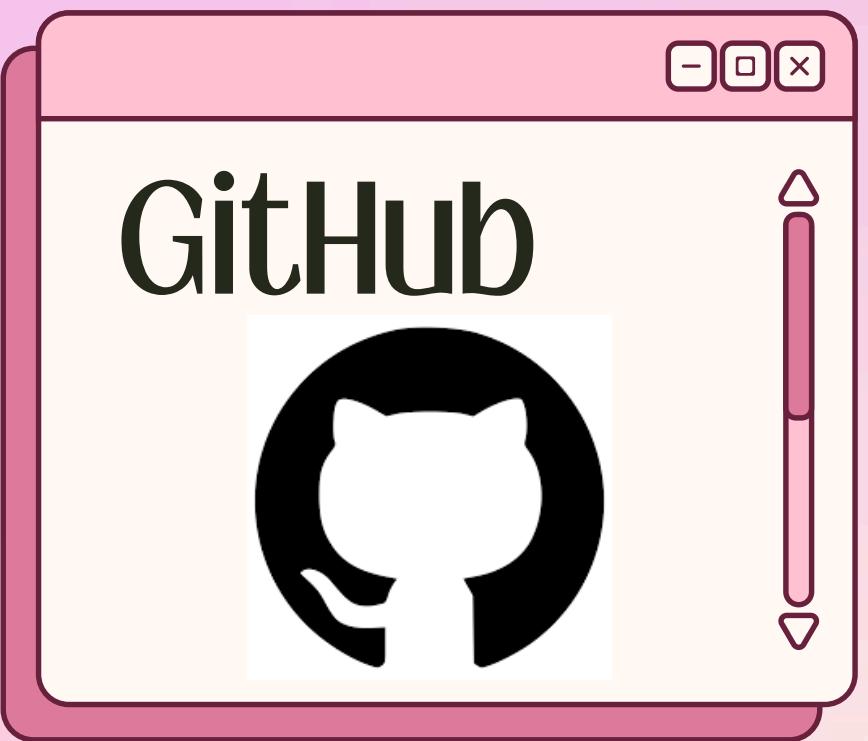
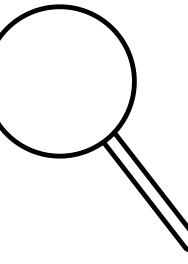
Exemples de Bad UI

A screenshot of a mobile application's sign-in screen. At the top, there is a lock icon with the time '00:01:14' and a red 'Unlock' button. Below this, a progress bar shows steps 1 through 4, with step 2 highlighted in grey. A large modal window is open, showing a registration form for step 1/4. The form includes fields for 'Email' (containing 'hhsc001'), 'Domain' (containing '.com'), and a checkbox for accepting 'Terms & Conditions'. Below the form, there are 'Next', 'Cancel', and 'Reset' buttons. At the bottom of the screen, there are five password strength requirements: 'Your password requires at least 10 characters.', 'Your password should have at least 1 Capital letter.', 'Your password must have at least 1 Number.', 'Your password needs at least 1 letter of your name.', and 'Your password can have at most 1 cyclic character.'

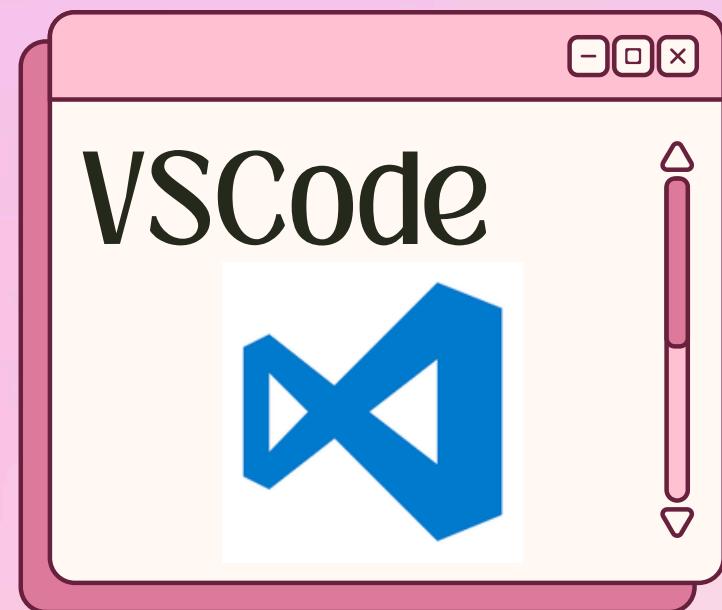
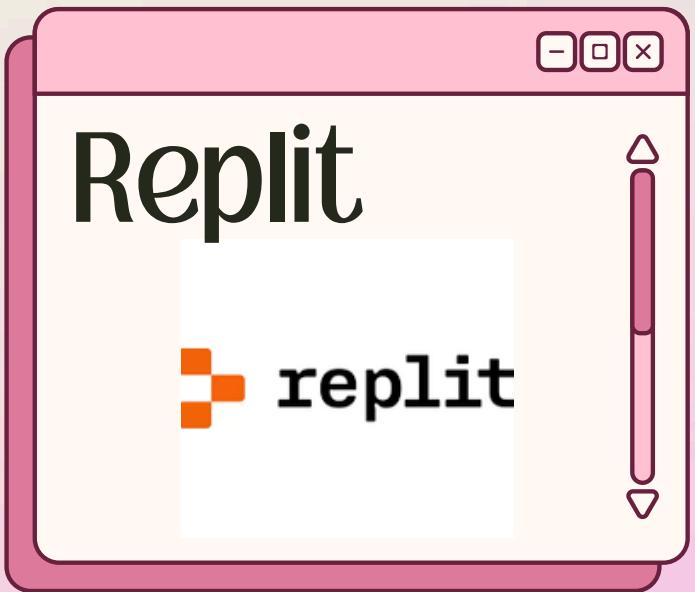
5) Subscription

- Formulaire d'inscription
- Beaucoup de fonctionnalités “Bad UI”
- (très long) Code côté client

organisation



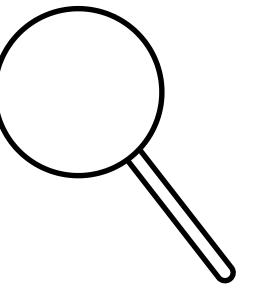
Technologies



Bad Uis

Bon courage, vous allez en avoir besoin ...

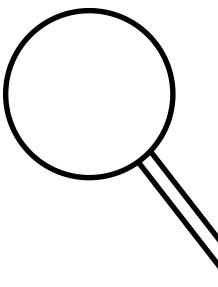
Number Tragedy



The screenshot shows a dark-themed user interface with a green banner at the top. The banner contains the text "Bad UI" in white and "The most beautiful and functional UIs you've ever seen in your life. (We're lying)" in smaller text. Below the banner, the main content area has a green background with a repeating pattern of a green alien head. The text "Bad UI number 1" is displayed in a large, stylized font, followed by the subtitle "Little by little, let's start with an easy one.". A sub-instruction "Choose your difficulty and then start immediately." is present, along with three difficulty level buttons: "Easy", "Medium", and "Hard". Below these buttons, there is a text input field with the placeholder "Send us a number, how high can you go ?" and a numeric keypad with buttons for "0", "+", and "Valider".

- Des boutons
- Inversion des signes
- Atteindre le nombre le plus élevé en 30 secondes

Phone Call



Home Next Us

Enter Your Cell Phone Number (+33)

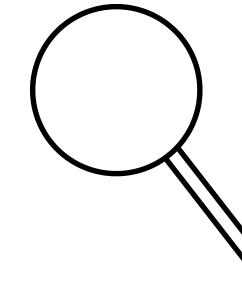
(+33) 000 000 000

On	Off							
Off	Off	Off	Off	Off	Off	Off	Off	Off
Off	Off	Off	Off	Off	Off	Off	Off	Off
Off	Off	Off	Off	Off	Off	Off	Off	Off
Clear All								
Send Numr								

- Binaire
- Vérification et sauvegarde côté serveur
- 38 boutons



Bad Form



Home Next Us

Step 1 : Character Basics

Level: 14

Race: - select a race - ▾
Class: 1 - fighter | 2 - wizard | 3 - paladin | 4 - rogue
- select a class - ▾
Background: - select a background - ▾

Step 2 : Characteristics

Strength: B
Dexterity: B
Constitution: B
Intelligence: B
Wisdom: B
Charisma: B

Step 3 : Skills and Proficiencies

Skill proficiency : Select your class and then your background !

Athletics Acrobatics Sleight of Hand Stealth Arcana History Investigation Nature Religion Animal Handling Insight Medicine Perception Survival Deception Intimidation Performance Persuasion Standard Languages Common Dwarvish Elvish Giant Gnomish Halfling Orc Exotic Languages Abyssal Celestial Draconic Deep Speech Infernal Primordial Sylvan Undercommon

Step 4 : Equipment

-

Step 5 : Description

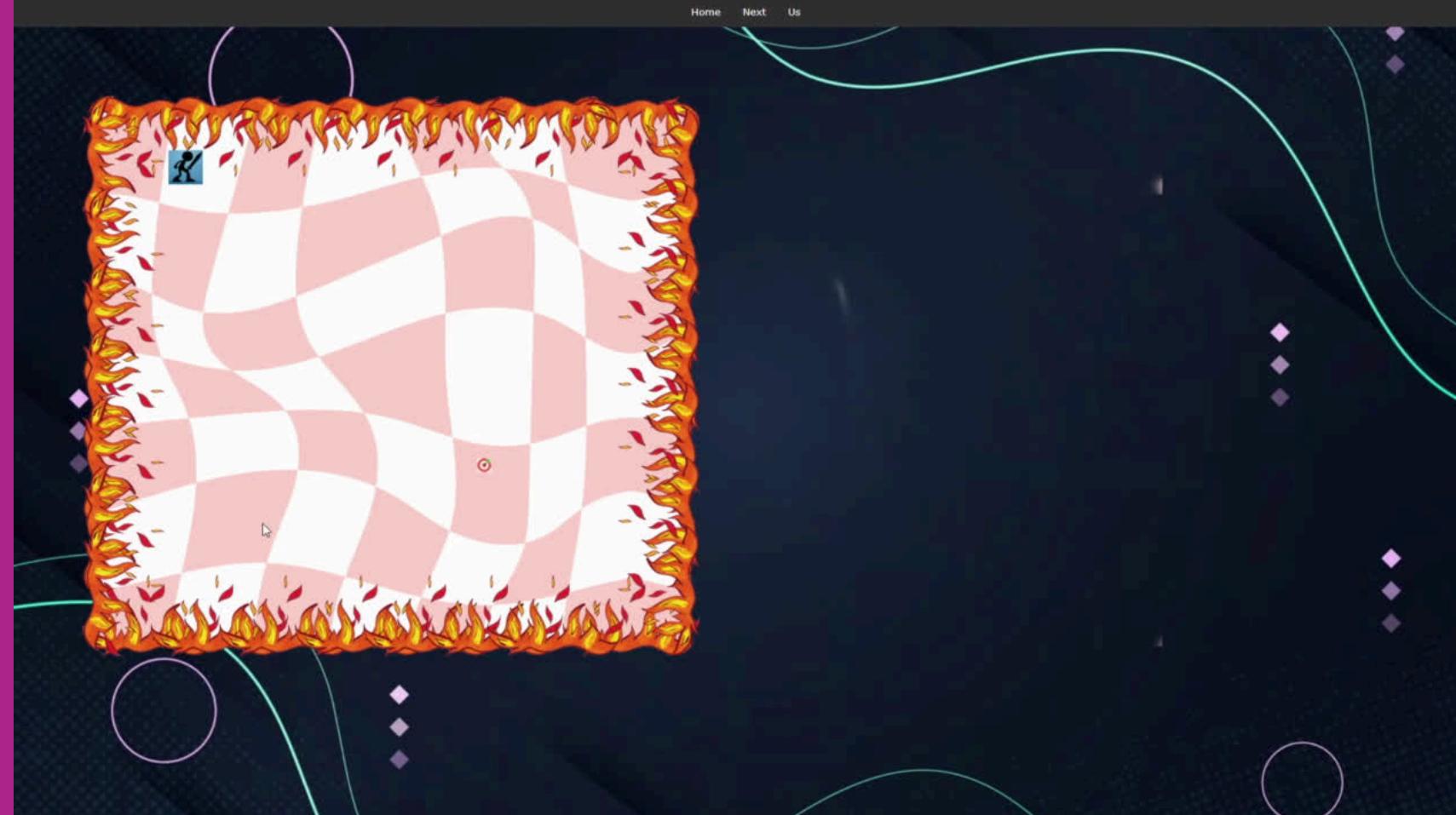
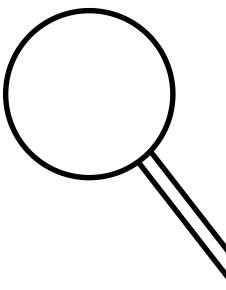
Character Name: [redacted]
Race: [redacted]
Class: [redacted]
Background: [redacted]
Alignment: - select an alignment - ▾
Character Description: [redacted]

Step 6 : Submit !

[redacted] Submit

- Beaucoup de cases à cocher/remplir
- Non intuitif / Peu Lisible

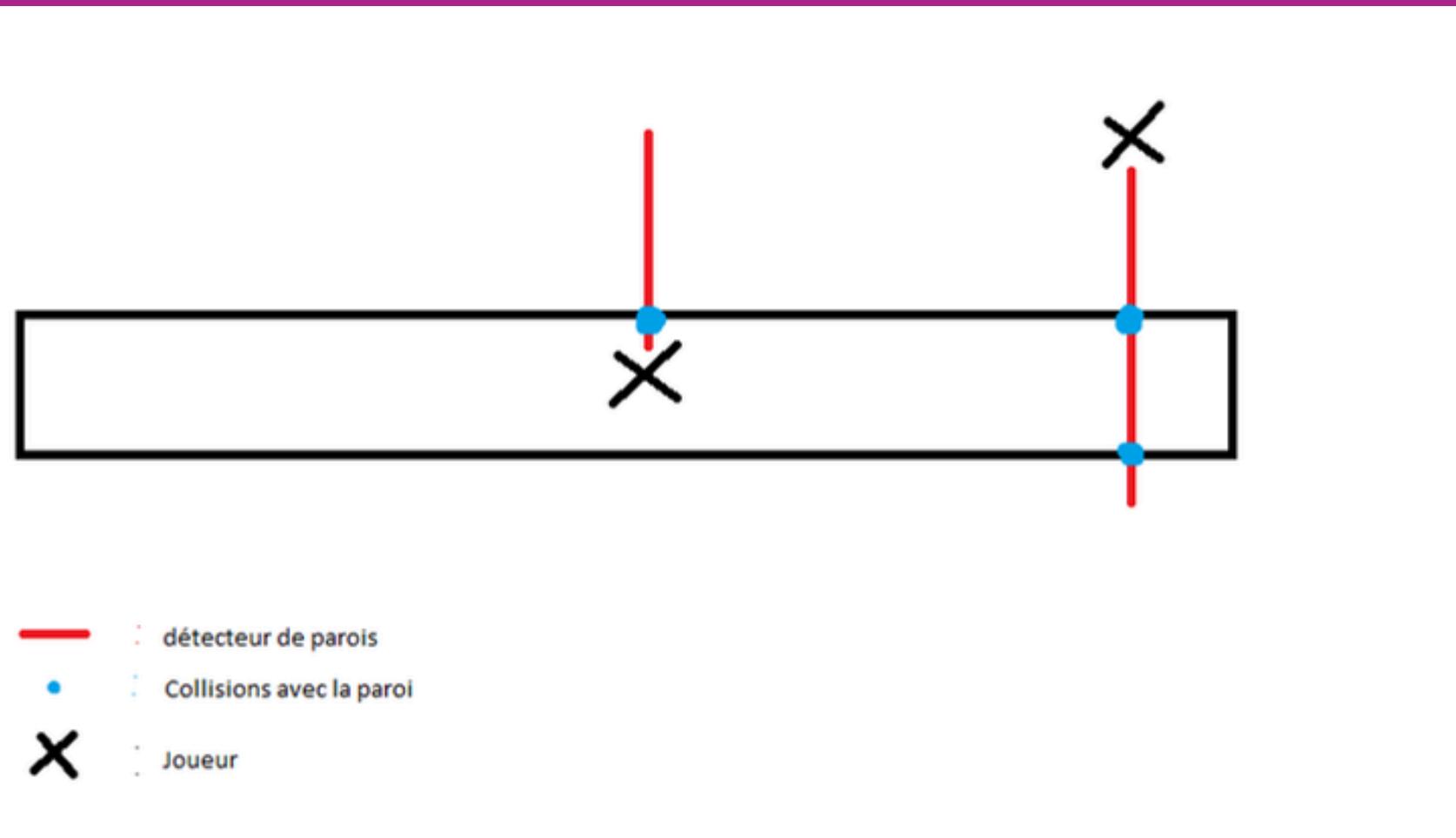
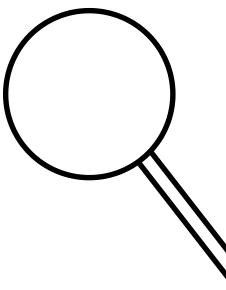
Labyrinthes



- Labyrinthes
- Image à bouger avec le curseur
- Sécurisé côté serveur

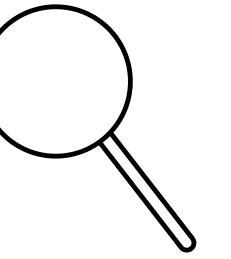


Labyrinthes



💡 Vérification type Raycast
💡 RésultPair/Impair

Problèmes & Solutions



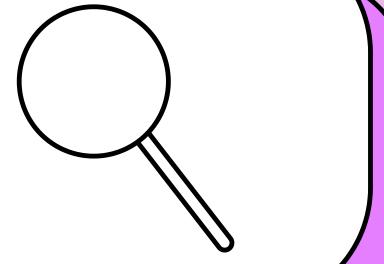
- Maladie
- Méthode de travail
- Divergence des compétences
- Changement de Logiciel
- Expérience en code
- Bypass



Autres idées

- Remplacement de l'alphabet
- Lettre aléatoire
- Navigation aléatoire
- Désynchronisation audio/vidéo
- Calculatrice à layout changeant
- Réglage du volume

Conclusion & Avis



Léo



Katia



