

USER INTERFACE DESIGN

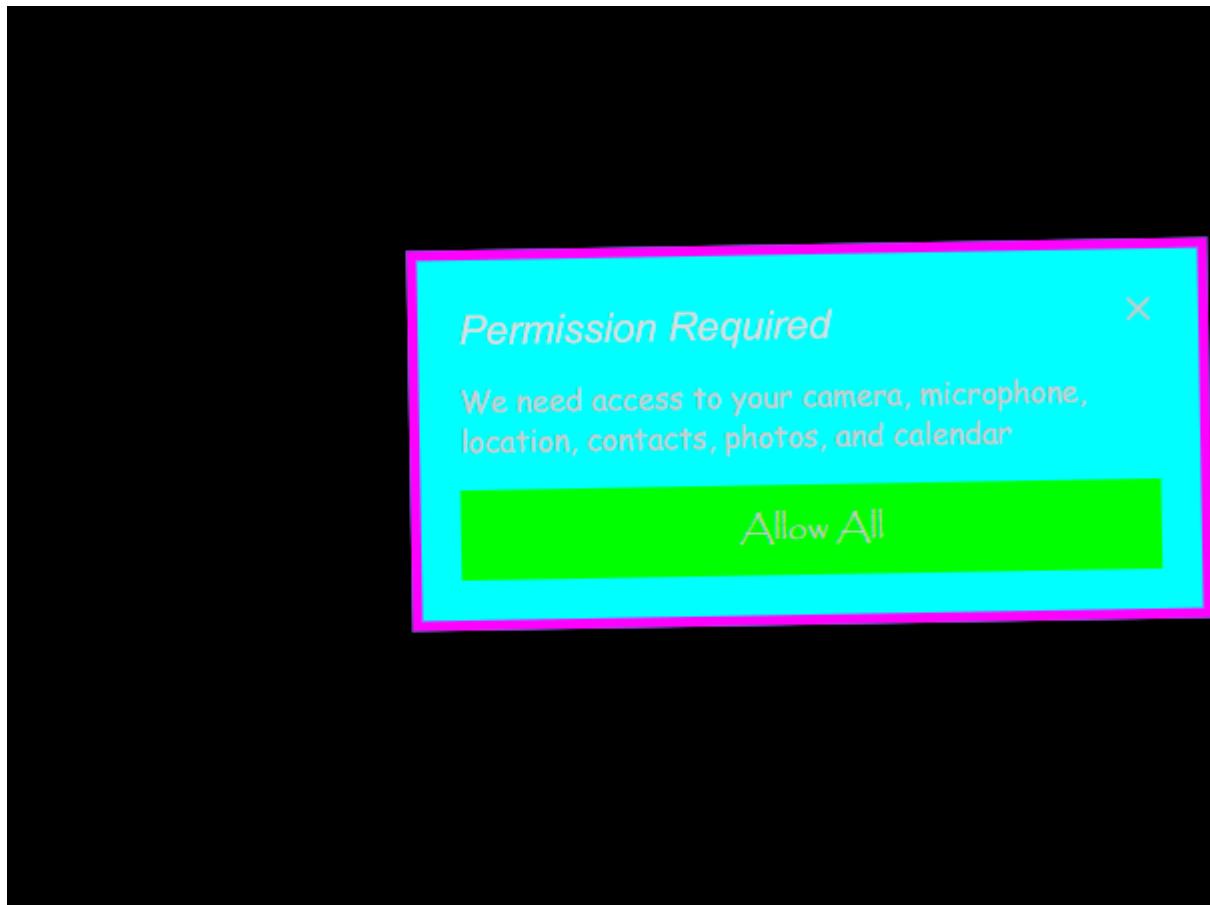
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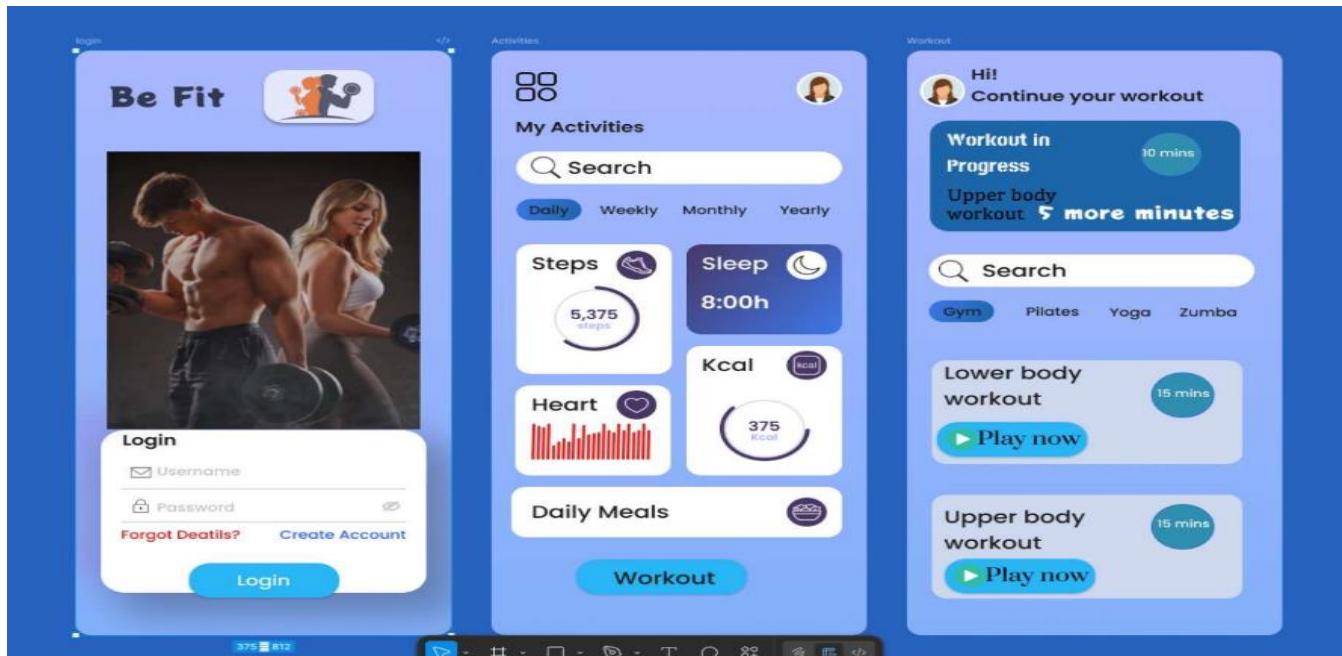
DEPT:CSE

EXPERIMENT 1:

BAD DESIGN:



GOOD DESIGN:



Why this is a GOOD DESIGN?

-> Visual Design

- Clean layout with consistent colors
- 1–2 readable fonts
- Good contrast (text is easy to read)
- Icons match their actions

-> Navigation

- Simple, predictable navigation
- Clearly labeled buttons

- Users always know where they are
- Back button works as expected

-> **User Experience (UX)**

- Fewer steps to complete tasks
- Clear feedback (loading, success, errors)
- Buttons look clickable

-> **Accessibility & Responsiveness**

- Works well on all screen sizes
- Supports dark mode
- Adjustable text size
- Color-blind friendly

-> **Result**

- ✓ Easy to use
- ✓ Saves time
- ✓ Users feel comfortable and confident

Why this is a BAD DESIGN?

-> Visual Design

- Clashing or very bright colors
- Too many fonts
- Low contrast (hard to read text)
- Misaligned elements

-> Navigation

- Hidden or unclear menus
- Icons without labels
- Back button exits the app
- Important buttons hard to find

-> User Experience (UX)

- Too many pop-ups
- No feedback after clicking
- Forms reset on mistakes

-> Accessibility & Responsiveness

- Text too small
- Layout breaks on mobile