

USER INTERFACE DESIGN

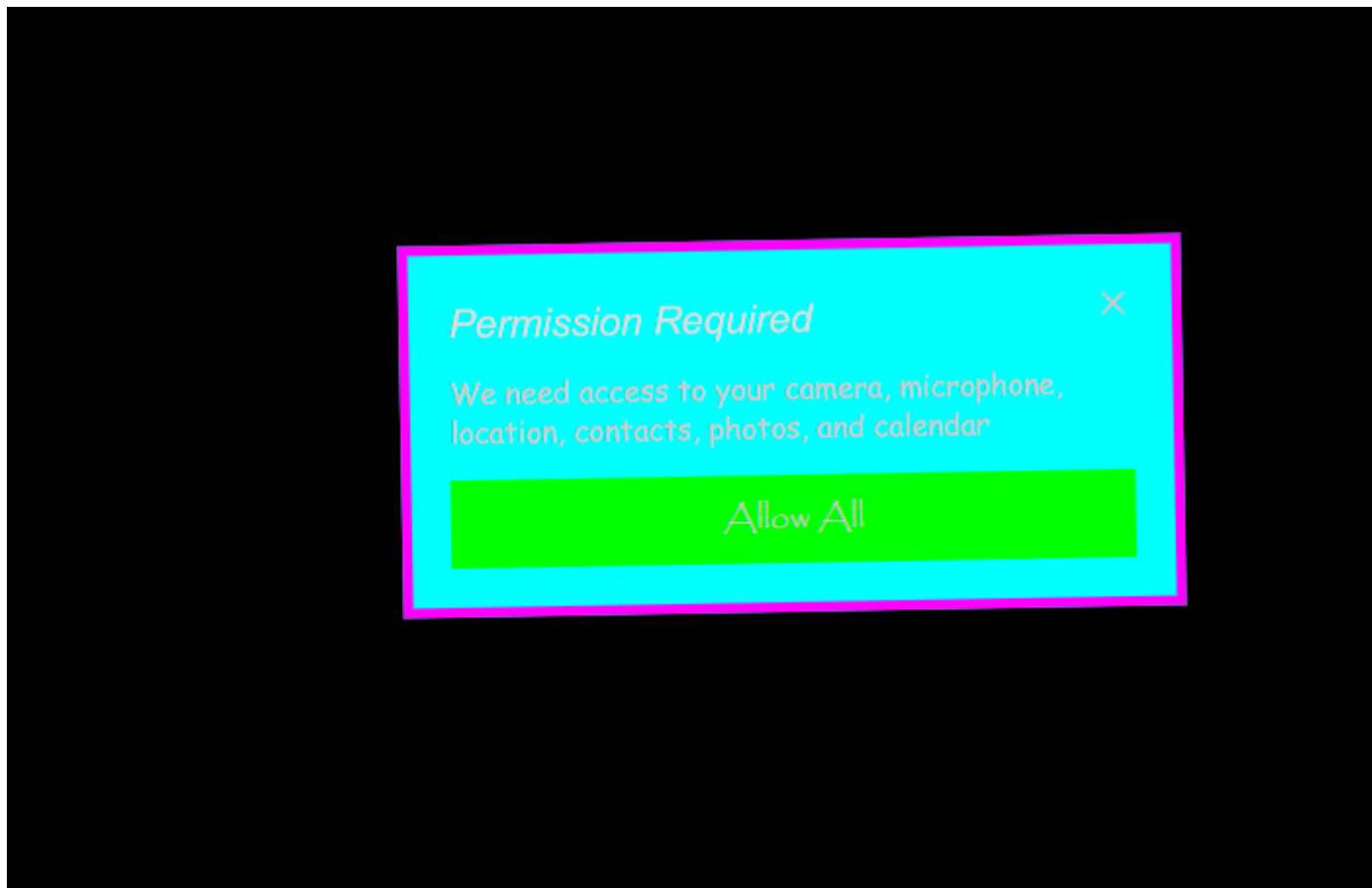
NAME: SANGAMITHRA
ARUN

RNO: 240701465

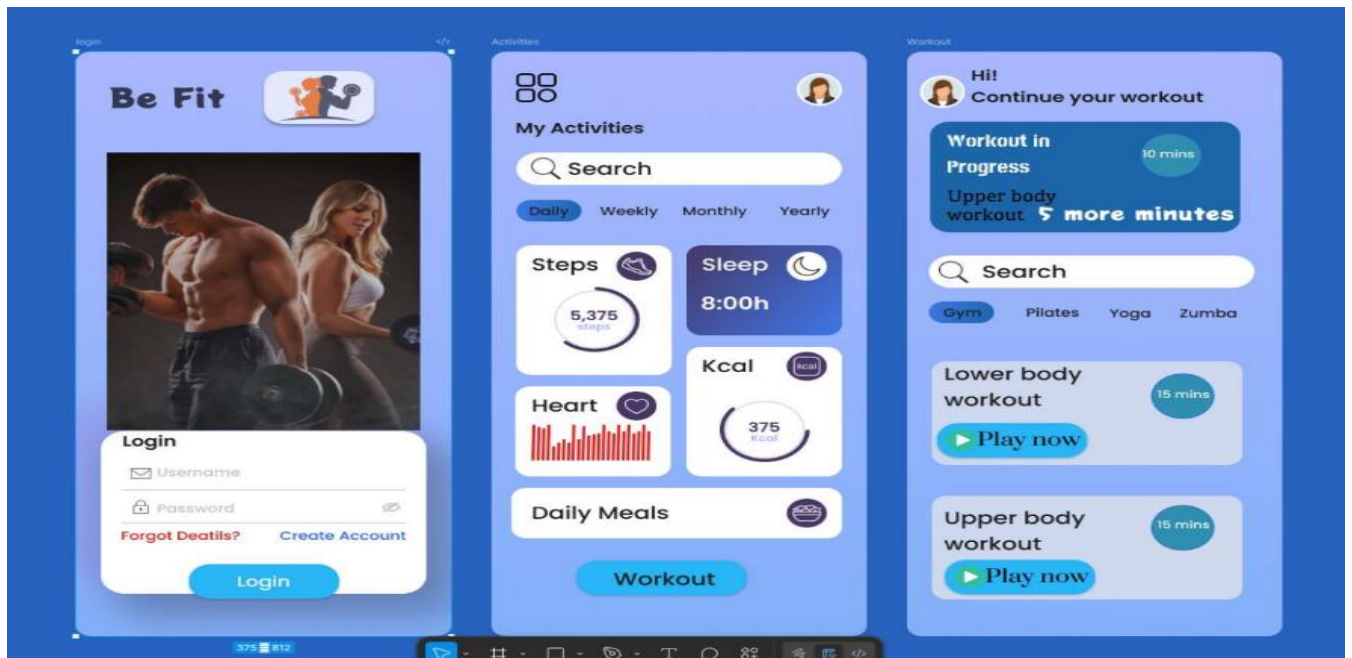
DEPT:CSE

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