

# Good UI Design



By: **Amanuel Legesse**

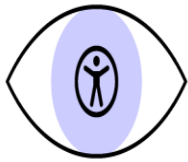
ID: **ATE/3628/11**

Submitted To: **Absalat Dawit**

# Assignment 1: Good Design

## 1. What are the characteristics of good design?

- ✓ There are plenty of characteristics of a good design, and few of them are as follows



**Clarity** is probably the first and most important characteristic of *good user interface design*. A *clear interface* is simply a *better*



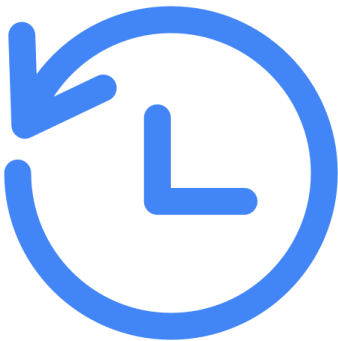
A good design **innovates** providing new opportunities for the user.



The design is said to be a good design  
It provides a **feedback** from the user.



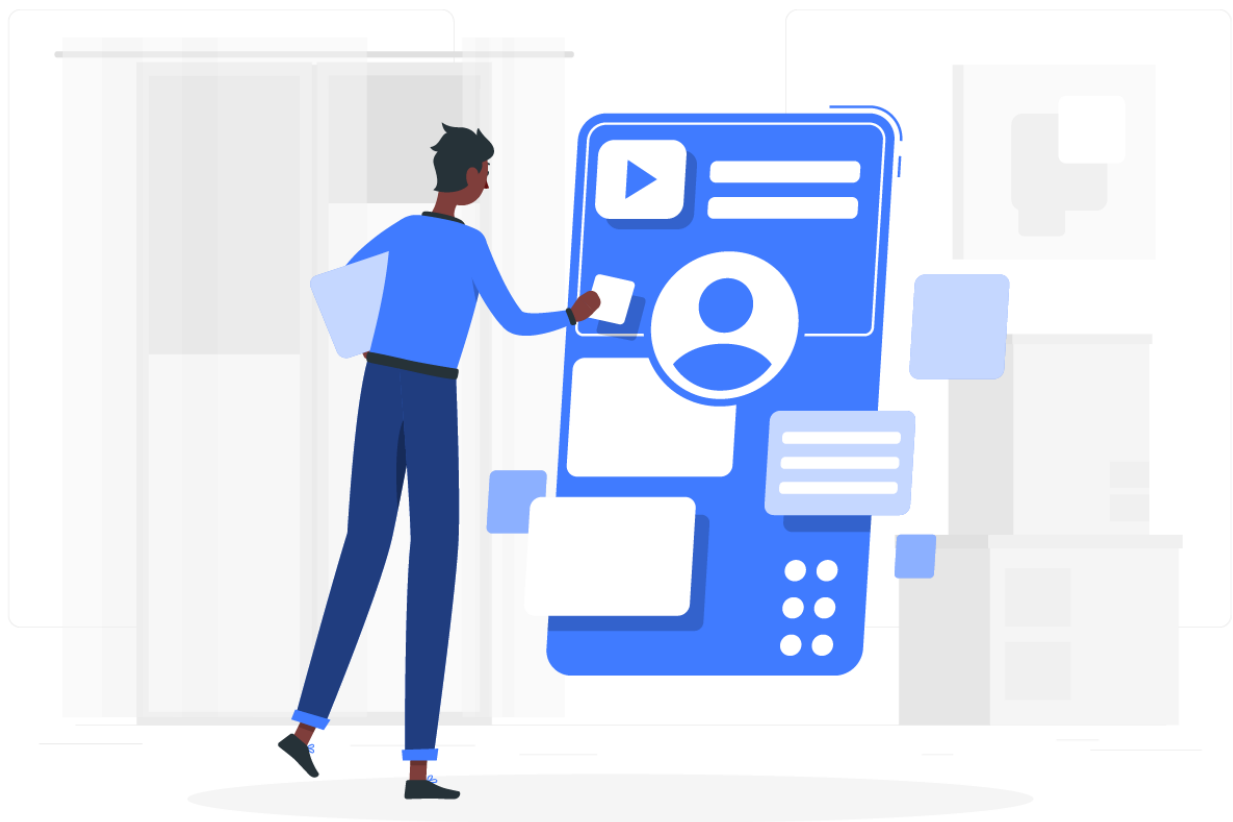
***Aesthetically*** pleasing *designs* bringing up positive attitude in the users. It makes them care more about the product.



User interface can be **forgiving** in less obtrusive ways than confirmation dialogs and warnings. It can accept various kinds of input from **users** and let the system handle them.

## 2. Discuss the principle of User Interface design.

- A user interface needs to follow guidelines or principles in order to make it more effective, simple and interactive for the user



- I believe there are 4 major principles and they are as follows:

## **1) Consistency**

The consistency principle refers to how easy it is for users to make sense of what they see on your interface.

Applied through elements, visual design or interaction, consistency builds trust and helps users feel in control of their experience.

## **2) Learnability**

Users must be able to understand products and design systems easily and quickly. As a designer, it's your job to create an interface that facilitates this, so users can reach their goals without needing further help.

### 3) Predictability.

This interactive design principle requires a user's knowledge of interaction to be sufficient to determine the outcome of present or future interaction with the system.

## 4) Visibility

An object's function should be visible so that people can see what it is currently doing and see what buttons or controls are available. Visibility can also be made available through the use of sound or through touch with for example different textures, shapes or vibrations.

