

Title: Report on Bad Designs in Everyday Life

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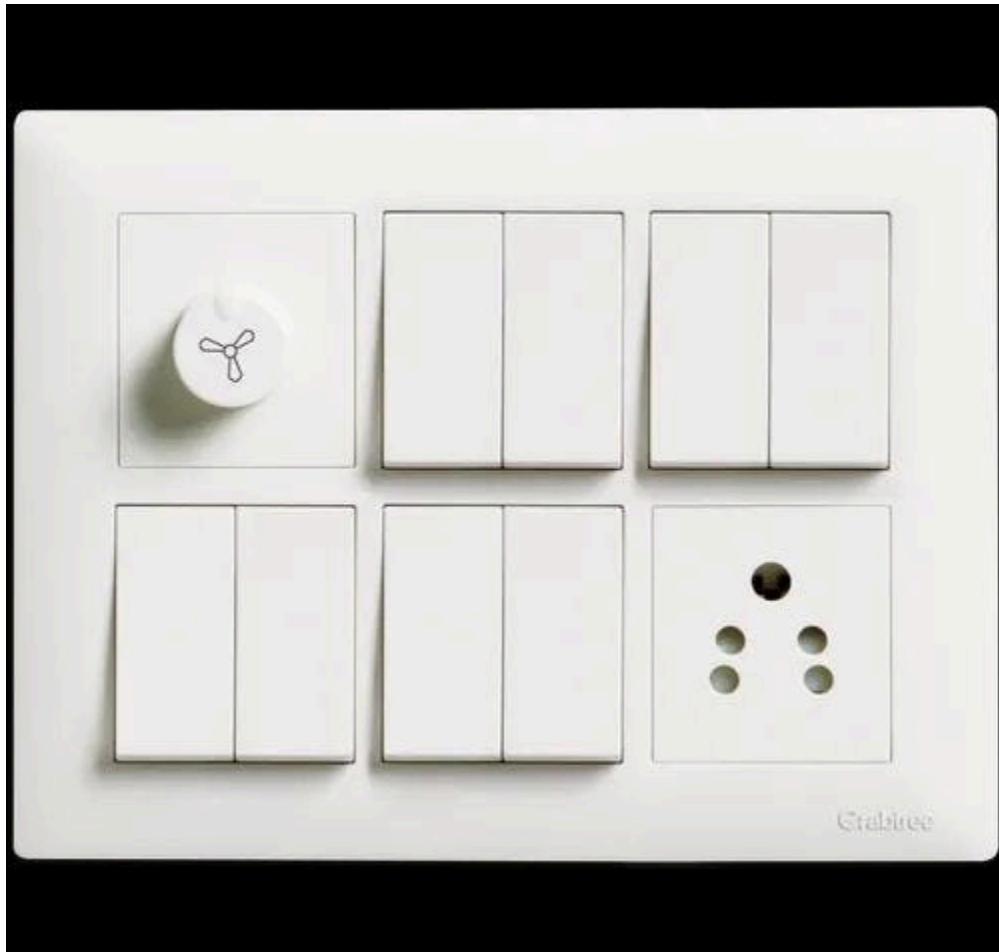
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Introduction

Design plays a crucial role in our interaction with objects and environments. While good design enhances usability and satisfaction, bad design creates frustration and inefficiency. In this report, I have identified 5 examples of bad design from my surroundings and analyzed why they are considered ineffective based on principles of usability and interaction design.

Bad Design Example 1: Confusing Switchboard Panel



Description:

This switchboard has no labels, and all switches look identical. It's impossible to know which switch controls what without trial and error.

Why Is It Bad?

Lacks intuitive design.

No visual feedback or indication.

Not learnable; visitors struggle to use it.

Poor usability and creates confusion.

Bad Design Example 2: Door with a Pull Handle but Push Function



Description:

The door has a prominent pull handle, but it requires a push to open. This causes repeated errors from first-time users.

Why Is It Bad?

Violates design principle of affordance.

A misleading handle implies a wrong action.

Not intuitive or simple to use.

Causes user frustration.

Bad Design Example 3: Shower Temperature Knob with No Markings



Description:

The shower knob has no indicators for hot or cold. You must experiment to find the right temperature.

Why Is It Bad?

Lacks feedback and learnability.

Not user-friendly.

Can lead to discomfort or even injury.

Bad Design Example 4: Public Dustbin with Small Opening



Description:

The dustbin has a very small lid, making it hard to throw even moderately sized waste items. Many users place garbage on top or beside it.

Why Is It Bad?

Poor ergonomics.

Inconvenient to use, especially for children or elderly.

Results in unhygienic surroundings.

Bad Design Example 5: Remote Control with Over 40 Buttons



Description:

The TV remote has a cluttered interface with many rarely-used buttons. It's overwhelming and hard to use.

Why Is It Bad?

Not simple or learnable.

Cluttered design causes user error.

Fails to prioritize frequently used functions.