

1. Good Design: Spotify Mobile App

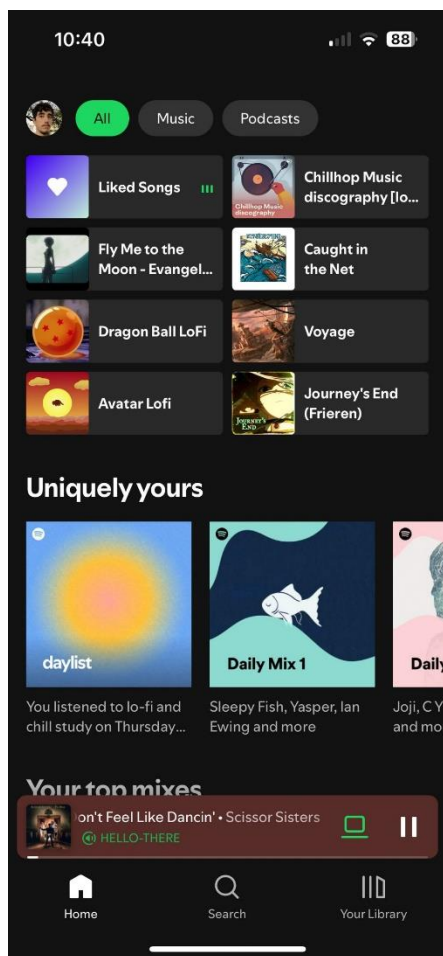


Figure 1 Spotify Home Screen

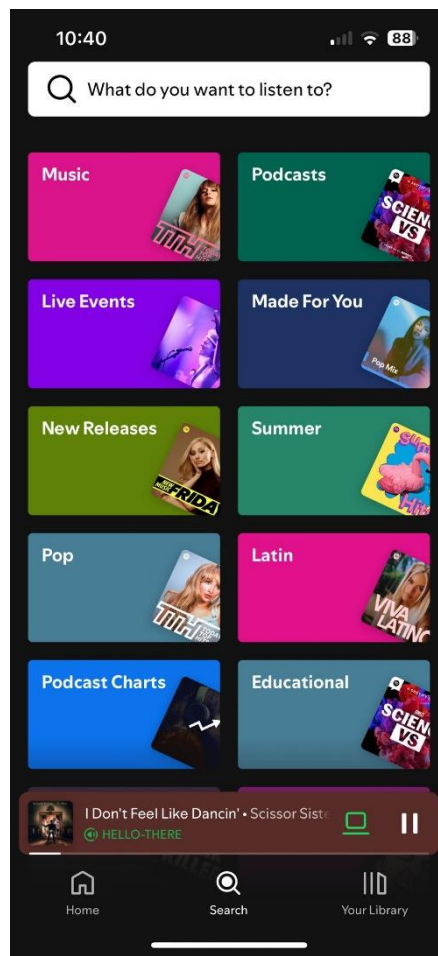


Figure 2 Spotify Search Screen

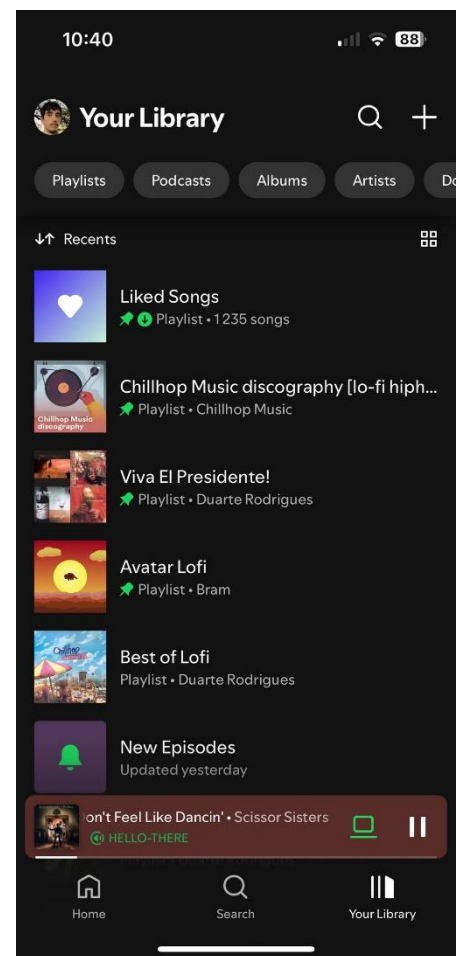


Figure 3 Spotify My Library Screen

1.1.Objective

A strong example of effective design is the Spotify mobile app, one of the most popular music streaming platforms worldwide. This analysis examines the app's design elements that enhance user experience and usability.

1.2.Aspect Analysis

The Spotify app's user interface (UI) is structured to prioritize simplicity and accessibility, allowing users to easily navigate and access their content. Key features include:

- **Home Screen:** The home screen uses a personalized layout by displaying recently played playlists prominently at the top, making it easy for users to quickly access their favorite content. This design choice aligns with user-centred design principles by prioritizing ease of access.
- **Search Tab:** In the search tab, Spotify provides genre-based recommendations tailored to the user's listening history, making music discovery faster and more personalized. This approach reduces search time and makes exploring new music more intuitive.
- **Library Tab:** The library tab consolidates all the content saved or created by the user. A filtering option at the top allows users to display only the most relevant or frequently accessed content, streamlining the browsing experience and ensuring efficient content organization.

1.3.Conclusions

Spotify's user interface exemplifies simplicity by presenting content intuitively and minimizing potential user confusion. The app's navigation structure aligns with user preferences, making it easy to access desired content without disruption. As such, Spotify serves as a strong example of effective, user-centred mobile app design.

2. Bad Design: Apple Magic Mouse



Figure 4 Apple Magic Mouse

2.1.Objective

An example of poor design is the Apple Magic Mouse, a Bluetooth mouse designed for wireless computer navigation. This analysis highlights specific design flaws that impact the user experience.

2.2.Aspect Analysis

While the Apple Magic Mouse benefits from a wireless design, significant issues hinder its usability:

- Lack of Ergonomic Support: The Magic Mouse lacks a comfortable, ergonomic design, causing users to hover their hands awkwardly over the device. This absence of support leads to discomfort over extended use, particularly for tasks that require prolonged mouse use, and contributes to strain.
- Charging Port Placement: The mouse's most notable design flaw is the placement of the charging port on its underside. This design choice renders the mouse unusable while charging, which disrupts workflow and creates inconvenience. By prioritizing a clean aesthetic over functional design, Apple has sacrificed usability for visual appeal.

2.3.Conclusions

The Apple Magic Mouse exemplifies form over function, where aesthetic considerations undermine practical usability. The lack of ergonomic support and the impractical charging port location negatively affect the user experience, making it an example of poor design in which visual appeal was prioritized over practical, user-centred considerations.