

Good and Bad User Interfaces

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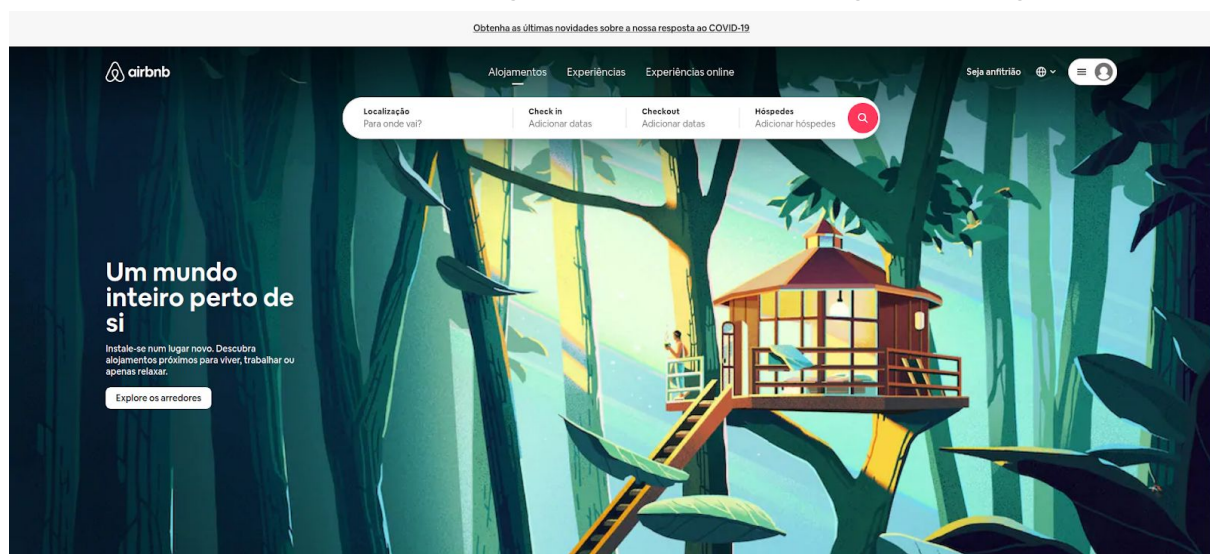
The following example is prime concerning how NOT to design UIs.



Although there is a clear indication on how the door works, the design is counter intuitive and feels like an afterthought. The door says “pull”,

however it doesn't have a handle to pull on. Intuitively, everyone will try to push on it (due to the missing pull handle) only to realise their mistake and, upon further realization, try to engineer a way to pull that door(or wait to be let in). The possible reason for this, as far as I can infer, is simply bad planning. After installing the door they probably realised the infrastructure of the hinges didn't support the door they bought so, instead of buying another door they probably decided a simple sign with the instruction would suffice for the desired effect.

On the other hand the following is an example of a good design:



This is from airbnb.pt. This is a great user experience because it presents the user the most important things for him. In the first seconds we reach the website we can clearly see and (most importantly) tell the webapp where and when we want to go and how many people will be in our party. It also has clearly visible menus in case we don't pretend to rent an apartment and instead are looking for (online) experiences. Not only is it straightforward but also is pleasantly aesthetic, making it an overall positive experience for the user.