**HUMAN COMPUTER INTERACTION**

Salanatin, Nathaly Pearl F. Melbern Rose Maltezo

BSCS-NS-2A October 17, 2022

CONSIDERATIONS OR FACTORS IF IT’S A GOOD OR BAD DESIGN OF AN APPLICATION

A good design can be considered if it’s handful, easy to comprehend, better user experience, and honest to its purpose. Bad Design on the other hand, is something you should consider next when creating an application.

Good Design:

* Serve its purpose (Ergonomics) – One of the basic things to consider in creating a good application is to ensure that the product is as comfortable and as intuitive to use as possible. Consumers often forget about the beautiful aesthetic of an application if the product is confusing and irritating to use.
* Balance – creating an application that balances out the typography, colors, images, shapes, patterns, etc. can be a good design in that way these elements should create a feeling of balance and not overwhelming to look at on overall design of an app. These are the things we mainly want to avoid on creating an application.

Bad Design:

* Not paying attention on specific updates – In today’s modern age, user feedback comes first. It helps you implement new functionalities as well as attracting new users.
* Poor IA – As I mentioned earlier, one of the factors of having good design is easy to understand, and by lacking on IA it can results a bad app design as the layout and structure of your app’s information aren’t easy to understand or use at all. As a result, users will be confused about navigating your app and will likely end up abandoning it. It is essential to consider your users’ needs and ensure that your app’s ease of use.