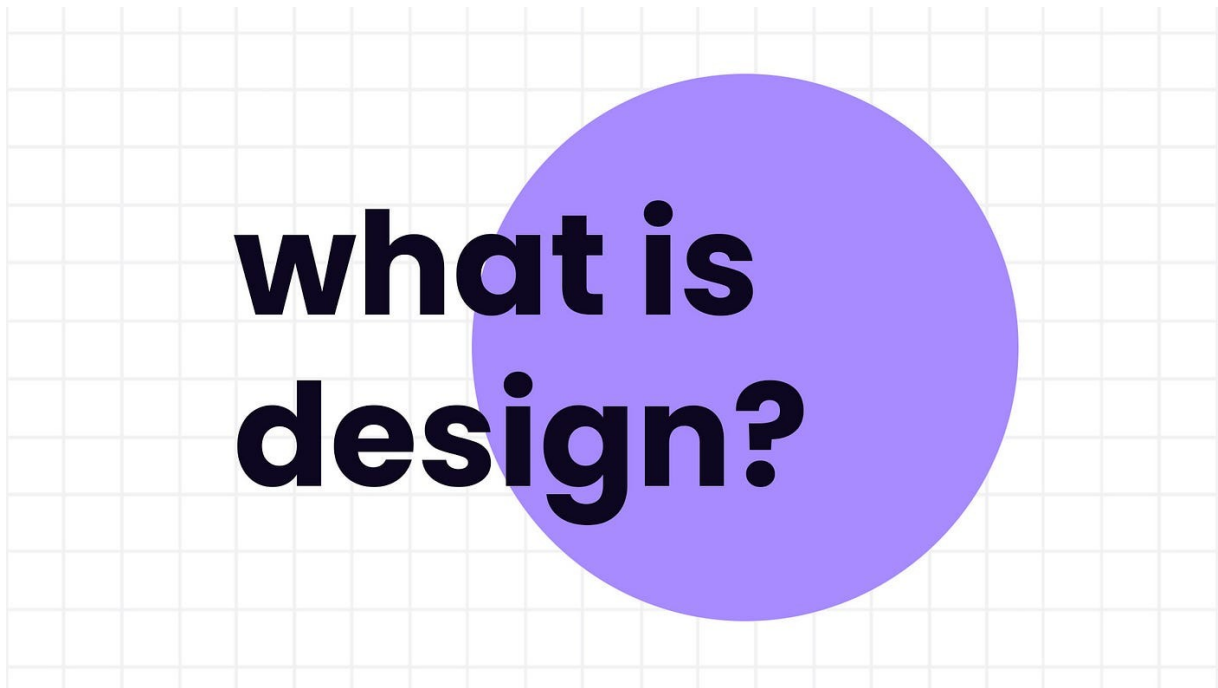


HCI LAB ASSIGNMENT 1

AIM - TO IDENTIFY AND OBSERVE BAD DESIGN

1.WHAT IS DESIGN ?



A design is a plan or specification for the construction of an object or system or for the implementation of an activity or process, or the result of that plan or specification in the form of a prototype, product or process.

2.WHAT IS GOOD DESIGN ?

Good design makes a product useful and understandable, innovative, aesthetic, honest, long-lasting, thorough to the last detail and environmentally friendly.

Here are a few examples of good design that I have come across in my daily life or surroundings. I have chosen both physical and digital products.

1.STAPLER



A stapler is one of those products that is simple and a handy tool. It is a good design as it is easy to understand, simple, long lasting, easy to use and useful. It is intuitive and needs no prior training, however care as to be taken while using one of these. It serves the purpose it is designed for in an efficient way.

2.SCISSOR





Scissors are one of the most commonly used basic tool. Scissors are simple and efficient. A Scissor is a good design as it is simple, easy to understand and use, It needs no prior training to understand its functioning, however care has to be taken while using one of these.

3.REDBUS



Redbus is website used for booking bus tickets online. It is a good design as it is simple, easy to understand and use. Users can easily search for available bus services by entering the date of travel and place they want to travel to. They can then book the tickets online making it an easy and a seamless experience for

	booking bus tickets online.
4.COMPUTER MOUSE 	<p>This product is how the mouse's casing is designed to fit comfortably in the user's hand. It may come in various shapes and sizes to accommodate different hand sizes and preferences.</p>
5.SWIGGY 	<p>It allows users to deliver or receive items like lunch boxes, documents, laundry and other materials from one location to another within a city. Users can easily select the pick up and drop locations and the type of article or item they're trying to send. It even displays the cost for the service, making it convenient for the user.</p>

2.WHAT IS BAD DESIGN ?

Bad design is one which is not easy to understand, distracting, difficult to use and short lived.

Here are a few examples of bad design that I have come across in my daily life or surroundings.

1.SURGICAL MASK



Face masks helps to reduce the spread of the virus along with other preventive measures. However, not all masks protects the user from the virus and this is one such mask. I tried blowing air through it and the air could easily penetrate the mask. It is marketed as a “3 layer” mask but it’s not able to serve the purpose it is made for. Hence it is a bad design as it is not honest and does not perform the intended function of protecting the user from the virus.

2.WYNK MUSIC APP




It is an online music streaming app. It lets users add individual songs to queue but doesn’t allow removing individual songs from the queue. The only option the user has is to clear all the songs from the queue and hence it is a bad design as it is inconvenient for the user and not useful.

3.RTO VEHICLE INFO WEBSITE



I came across a [website](#) that promised to display vehicle information on entering my vehicle registration number. After entering the vehicle registration number, the website redirected me to another page, asking me to download the app for viewing the details. This is annoying and frustrating. It is a bad design as the website isn’t honest, misleading and does not serve the

	purpose it is made for.
4.CIRCULAR WATER TAPS 	Tap with a circular knob (or symmetrical knob) is an example of poor UX since it looks the same whether it is turned on or off. When there is no water in the taps, I frequently become confused about whether the tap is turned off or not.

CONCLUSION

In conclusion, good user experience design prioritises usability, clarity, efficiency, consistency, accessibility, engagement, user-centeredness, problem-solving, and ongoing development. In contrast, bad UX design results in a terrible user experience marked by annoyance, confusion, inefficiency, and a disregard for user needs.