NOVA SCHOOL OF SCIENCE & TECHNOLOGY

**Interação Pessoa-Máquina
2024/2025**

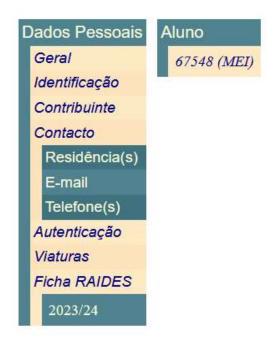**Good and Bad Designs**

Francisco Silva, 67548

Bad Design

Image 1: initial interface of clip platform, UNL

Let's start with an example that we're all familiar with, given that we attend the Universidade Nova de Lisboa.

As I'm not a teacher, I can't talk about the respective interface as I'm not familiar with it, but all students at this university have seen the screen above. Of the many possibilities, I can't understand why this interface exists.

Firstly, the communication between the first two interfaces in the clip is extremely slow, target of bad design, although in this case we are talking about the design of the site's architecture, probably how the communications between the client and server are managed/made, in general, banking applications (which require greater security) are not so slow.

Secondly, given that the next interface is literally a set of columns with sub-columns and items, so that users can choose the different options, why not remove the whole current interface and add the columns from it to the next interface?

One person might try to argue, because of the possibility of a student having multiple enrollments in different courses, leading to them having more than one student number, potentially being a student and a teacher at the same time (I don't know if this is possible). However, this argument is easily invalidated if the user could define their default profile (student number), avoiding extra clicks, and, as said before, these options would still be available, just in another interface.

If one argues that this distinction serves to separate different functionalities and make them stand out, I simply question the organization of the columns, sub-columns and their items.

In short, a bad design, with little room to understand why it exists.

Good design

Image 2: faucet with hot and cold, and water flow

We can all agree that great design relies heavily on the appropriate use of colors that intuitively direct the user toward specific tasks, such as warm and cool colors for water faucets. This visual method improves usability for faucets that provide hot, cold, and water intensity options. By using intuitive controls, the user may automatically connect cool colors, like blue, with cold water and warm colors, like red, with hot water. This makes the experience simple and intuitive, reducing the need for instructions.

Because it follows a basic logic, the user may easily pick between hot and cold water by moving the temperature left and right. The user may instantly adjust the flow from a mild stream to a strong flow based on their demands thanks to up and down motions that control the water's intensity.

Summing up, this combination of movement and color design fosters an intuitive interface, without requiring labels or written directions, this design choice aligns with the human instinct to associate temperature with specific colors and movements.