

EXPERIMENT-1

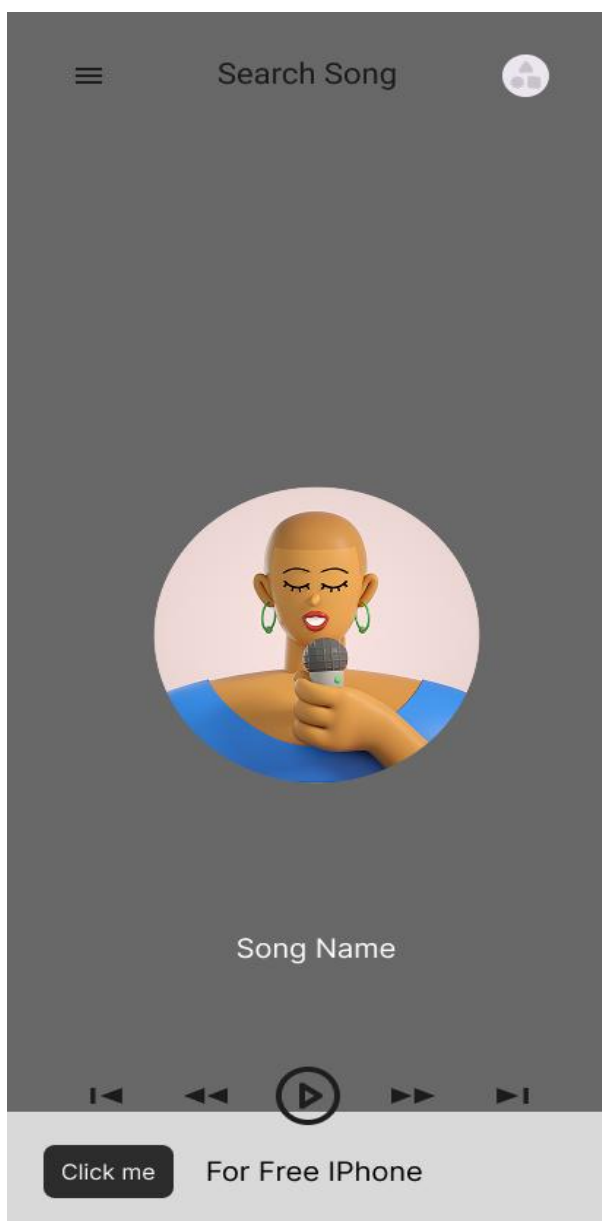
ROLL NO:240701064

NAME: ASWIN SIDDHARTH A

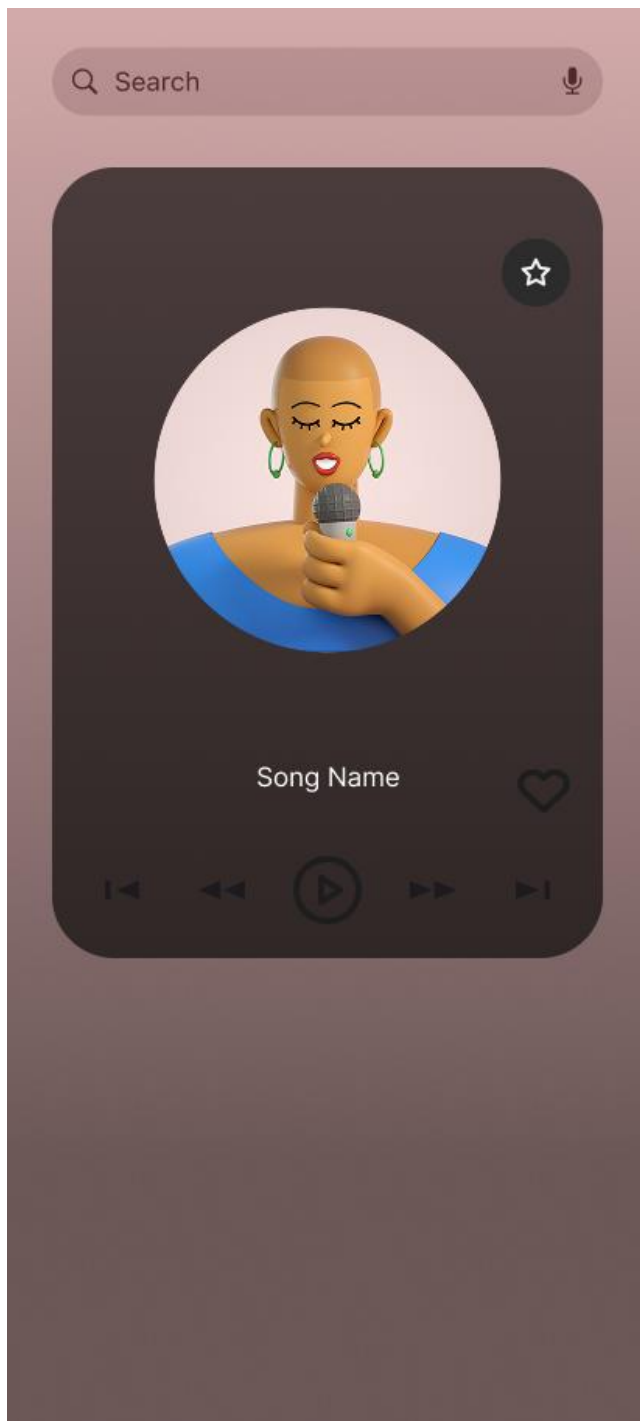
USER INTERFACE AND DESIGN

COMAPARSION OF UI DESIGN BETWEEN GOOD AND BAD UI

BAD UI:



GOOD UI:



PROTOTYPE LINK:

<https://www.figma.com/proto/dM1n2AdDkbDFi5EtDCMByZ/Untitled?node-id=0-1&t=ltvN5M4bhekm4vrC-1>

The two UI have distinct designs and approaches. Here's a comparison:

BAD UI:

1. Design Style:

- Simple and plain layout with minimal visual appeal.
- Large empty spaces with poor visual hierarchy.
- Limited use of colours and lack of depth in the interface.

2. Content:

- Displays only essential elements such as song image, song name, and controls.
- No additional information or visual feedback to engage the user.
- UI looks incomplete and less informative.

3. Navigation:

- Basic navigation icons (menu, search, profile) placed without emphasis.
- Playback controls are placed at the bottom with less visibility.
- Call-to-action elements are unclear.

4. Usability Issues:

- Poor spacing and alignment reduce readability.
- Controls are not visually highlighted, making interaction less intuitive.
- Overall experience feels static and outdated.

5. Purpose:

- Designed only for basic functionality without focusing on user experience or aesthetics.

GOOD UI:

1. Design Style:

- Modern, visually appealing interface with rounded cards and layered design.
- Proper use of colours, shadows, and contrast to create depth.
- Balanced layout that guides the user's attention naturally.

2. Content:

- Clear display of album art, song name, and playback controls.

- Favorite and playlist options enhance interaction.
- Search bar improves accessibility and ease of use.

3. Navigation:

- Well-placed search bar at the top for quick access.
- Playback controls are centrally aligned and clearly visible.
- Icons are intuitive and visually distinguishable.

4. User Experience:

- Better spacing, alignment, and consistency across elements.
- Interactive elements improve engagement and usability.
- Overall interface feels smooth, professional, and user-friendly.

5. Purpose:

- Focuses on both functionality and user satisfaction by providing an engaging listening experience.

KEY DIFFERENCES

- **Visual Appeal:** Good UI is visually rich, while Bad UI is dull and minimal.
- **Usability:** Good UI is intuitive and user-friendly; Bad UI lacks interaction clarity.
- **Navigation:** Good UI offers smooth navigation; Bad UI feels basic and less accessible.
- **User Engagement:** Good UI encourages interaction; Bad UI offers only essential controls.

CONCLUSION:

- The **Good UI** provides a modern, engaging, and user-centric music player experience, while the **Bad UI** focuses only on basic functionality with limited visual and interaction design. A well-designed UI significantly improves usability, satisfaction, and overall user experience.