

• INTERACTION •

Good and Bad Interface Designs

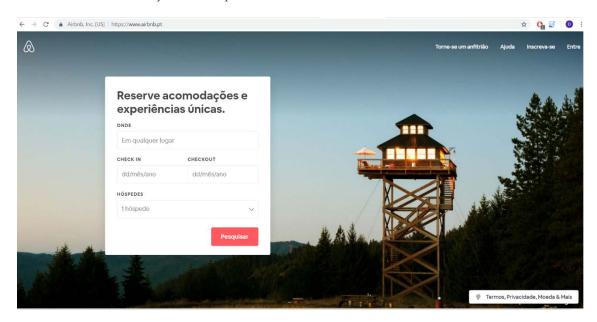
EXAMPLES

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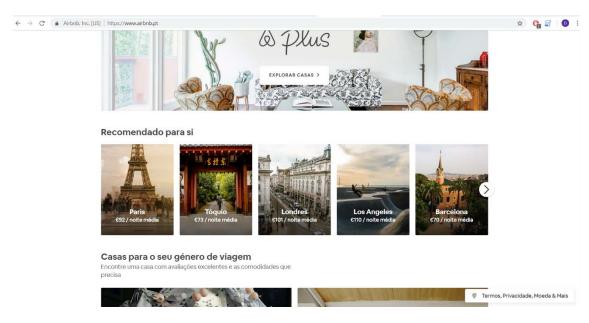
Duarte Esteves

GOOD USER INTERFACE DESIGN

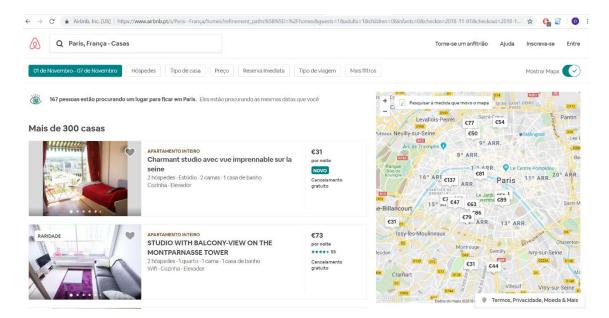
A great example of a good user interface design for me is the Airbnb website because it keeps everything simple but at the same time with all the features that we might need available to us in a way that is super intuitive to understand and use it.



When we open the site we see this menu where we have a very "user friendly" search engine and all the other functionalities we may need in top right corner. As I said, a super simple and intuitive interface.



If we scroll down we also have some suggestions that they think we may like and may be useful for us presented in a very pleasant way.



After we search for a house we have all the results listed in the left and in the right we have all the options located in a map with its price and if we click over the price tag it shows more information about the house.

Summing up I think this is a very "user friendly" and intuitive interface with all the necessary features.

BAD USER INTERFACE DESIGN

An example of bad user interface are the light switches. Probably you know how the switches in your house work but I'm sure if you try to turn on some light in your friend's house for example, it will be hard for you to figure out which light certain switch turns on without actually turning it on, especially if there's many switches together like in the example below.



One way to improve this could be using directly mapped switches such as the ones from the example below.

