GOOD DESIGN VS BAD DESIGN

Good Design:

Reasons:

- **Improves usability**
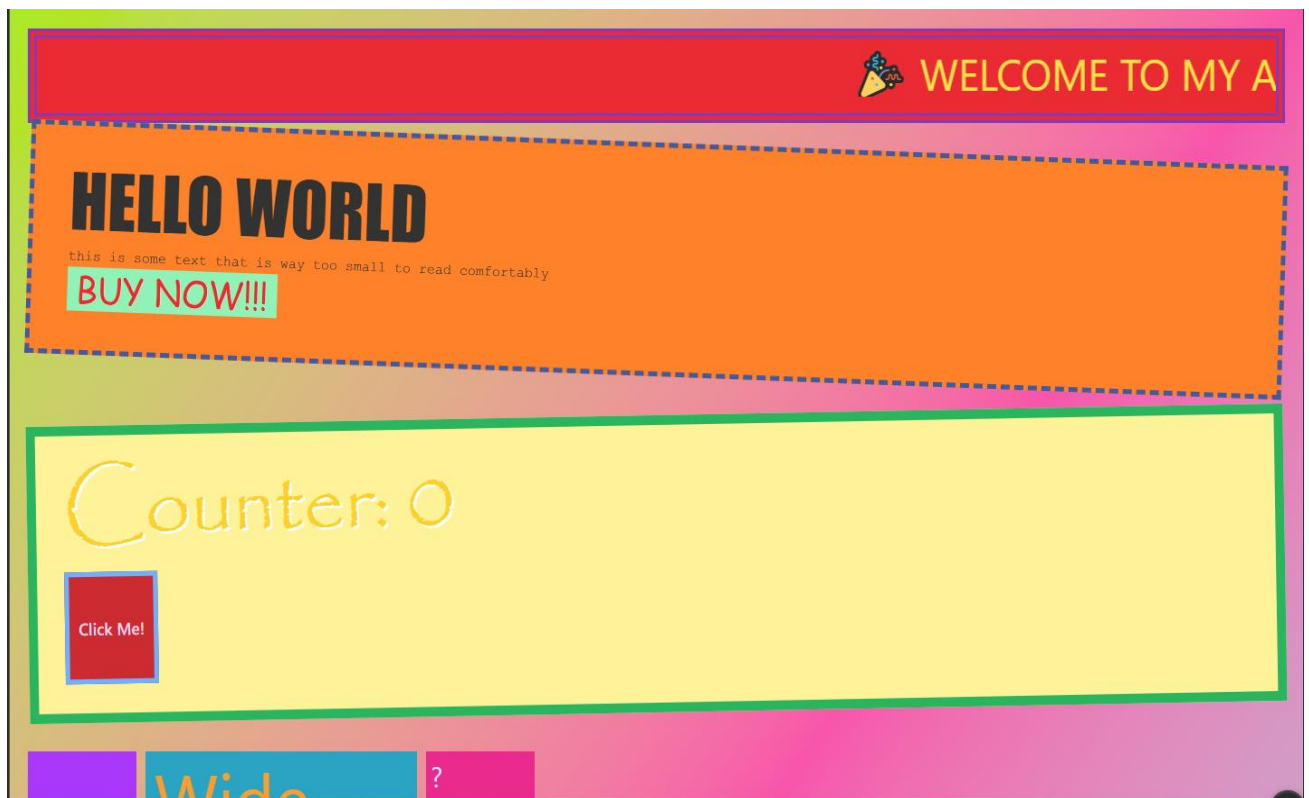 A well-designed UI makes tasks intuitive and easy. Users don't have to think hard about what to do next—things just *make sense*
- **Enhances user satisfaction**
  Clean layouts, readable text, and smooth interactions create a pleasant experience, which makes users enjoy using the product and want to return.
- **Reduces errors**
  Clear buttons, good spacing, and proper feedback help users avoid mistakes and recover easily when something goes wrong.

- **Saves time**
  When navigation is logical and actions are easy to find, users complete tasks faster—no unnecessary clicks or confusion.
- **Builds trust and credibility**
  A polished, consistent UI makes a product feel professional and reliable. Poor UI can make users doubt the quality of the entire system.

Bad Design:

Reasons:

- **Confuses users**
  Unclear layouts, poor navigation, or inconsistent elements make users unsure of what to do next.
- **Increases errors**
  Misleading buttons, lack of feedback, and crowded screens cause users to make more mistakes.

- **Wastes time**
  Users spend extra time figuring out basic actions instead of completing their tasks efficiently.
- **Frustrates users**
  Cluttered design, slow interactions, and confusing flows lead to annoyance and stress.
- **Reduces productivity**
  Especially in professional or educational software, bad UI slows work and interrupts focus.