

Good and Bad Designs

Bad design



The image above shows a door with the description “PUSH”. However, the door also has a handle of a type that suggests it should be pulled.

The door should be designed in a way in which our action of pulling or pushing is visually suggested additionally to the PUSH/PULL description. The image below shows a good way to do it.



Good Design

Shazam is an app which helps the users to identify some song being played.

The user wants to be able to “shazam” the song as fast as they can. Therefore, the app must comply to that user necessity.

The first thing that pops up when entering the app is shown in the image below which is a big shazam button.

In my opinion, this is a very good and simple design because it satisfies the biggest user requirement for this kind of problem.

