

Bad UI

The Apple Watch



The Apple Watch

The Apple Watch is considered one of the worst UI and that it may be the main reason Apple hasn't announced any sales figures for the Apple Watch.

There are several reason: Apple Watch unexpectedly very complicated to use. For example, there are eight different ways to interact with it: Turn or click the knob on the side, tap or hold the side button, tap the screen, hard-press the screen, swipe across the screen and pinch the screen. The worst part is the watch's interface requires learning a mental map of the tiny watch screens laid out like an inverted T. Recent notifications appear as a vertical scrolling list, but "glances" and display screens for

stocks, weather, battery charge, etc..... are arranged horizontally. There's no logic to these layouts.

Good UI

Apple Touch Bar



Apple Touch Bar

The Touch Bar replaces the function keys that have long occupied the top of your keyboard with something much more versatile and capable.² It changes automatically based on what you're doing to show you relevant

tools you already know how to use — system controls like volume and brightness, interactive ways to adjust or browse through content, intelligent typing features like emoji and predictive text, and more. And for the first time, Touch ID is available on a Mac, enabling instant access to logins and fast, secure online purchases with Apple Pay.

It's faster and more powerful than before, yet remarkably thinner and lighter. It has the brightest, most colorful Mac notebook display ever. And it introduces the Touch Bar — a Multi-Touch enabled strip of glass built into the keyboard for instant access to the tools you want, right when you want them. The new MacBook Pro is built on groundbreaking ideas. And it's ready for yours.