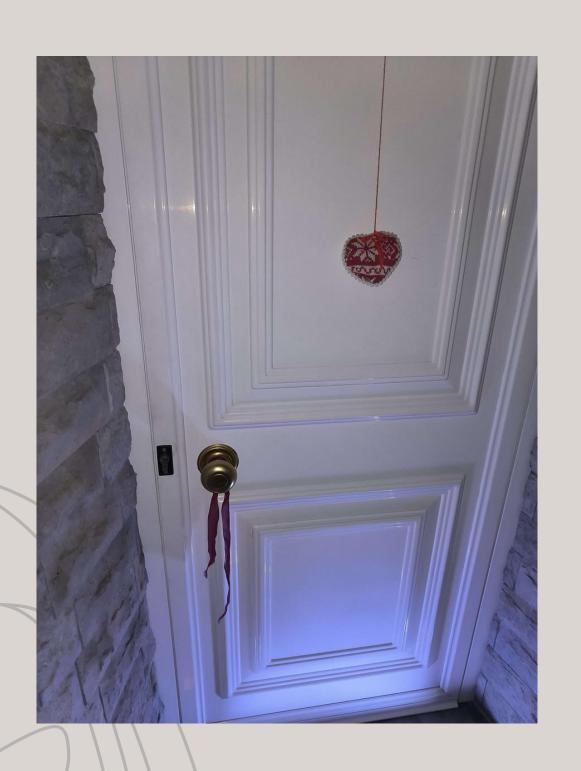# Good and Bad Interface

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Bad Interface

Goal of Interface:
Door - Entrance into another room. In this case, my house.

Bad aspect:
Door handle - doesn't rotate/move, only works for pushing the door. Most intuitive thinking would be that the yellow handle would rotate in order to open, but that isn't the case.

Since this door already opens when unlocked, we probably just need a mechanism to push it open when it's already unlocked, which might be the cause for this inaccuracy.

Good Interface

Goal of Interface:
Bus sign - Informative about the bus' end stop and its corresponding number.

Good aspect:
The number corresponding to each bus' course is shown on the front, back and sides and can be seen from a distance.

These numbers also appear on the bus stops, intuitively marking that a bus with that number passes through there.

Thank You

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