

Assignment 1

Good and bad design

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Good Design:

An example of good design is, in my opinion, the **Google Books app**. This is an app that I regularly use because of its modern design and ease of use.

The **main objective** of the interface is to allow the users to read their digital book libraries and provide a way for the user to search and buy new books to add to their library.

Good aspects:

The app is focused on what the user wants to do, the first thing that appears when you first open it are your last read books, detailed with what page you were you on, ready to be continued. There are no distractions here to tempt the user to buy stuff from the store, if the user wants to go search for books to buy, he can just click on the shop and explore it.

The user's books are very neatly displayed in the library tab, where the user can filter books by various categories such as author, not started, downloaded among others. The user can also organize the books by shelves named by them, making it easier to find their favorite books.

The design is very clean and minimalistic, making good use of its limited palette and space. It's easy to navigate and to find what you want. The theme also changes depending on the user's dark mode preferences.



Figure 1: Goggle Books app, Library screen

Bad Design:

An example of a bad design that I found online is an application called **Comic Screen**. I chose it because in contrast to the last application, it has a dated design and is very confusing to use.

The **main objective** of this interface is similar to the first one, it allows the users to read and organize their comic book files, although it does it with a really bad execution.

Bad aspects:

Poor design filled with what I assume to be bugs. The screenshot looks stretched, this is because upon opening the side menu (which for some reason only contains the favorites button) it distorts the whole app to make room for it.

The focus of the app, the library and its books, are poorly organized. All the covers are too small to see, the titles are unreadable, and it displays irrelevant information on the covers like file size.

There are unintuitive navigation buttons like edit and parent and even duplicate favorite buttons.

Corrections/Improvements:

- Remove the side menu with the duplicate favorites button.
- Space out the covers, increase their size, make them always visible and move unnecessary data like file size to a submenu upon long pressing the covers.
- Clean up the bottom navigation bar with more intuitive buttons, that make sense for a library app.

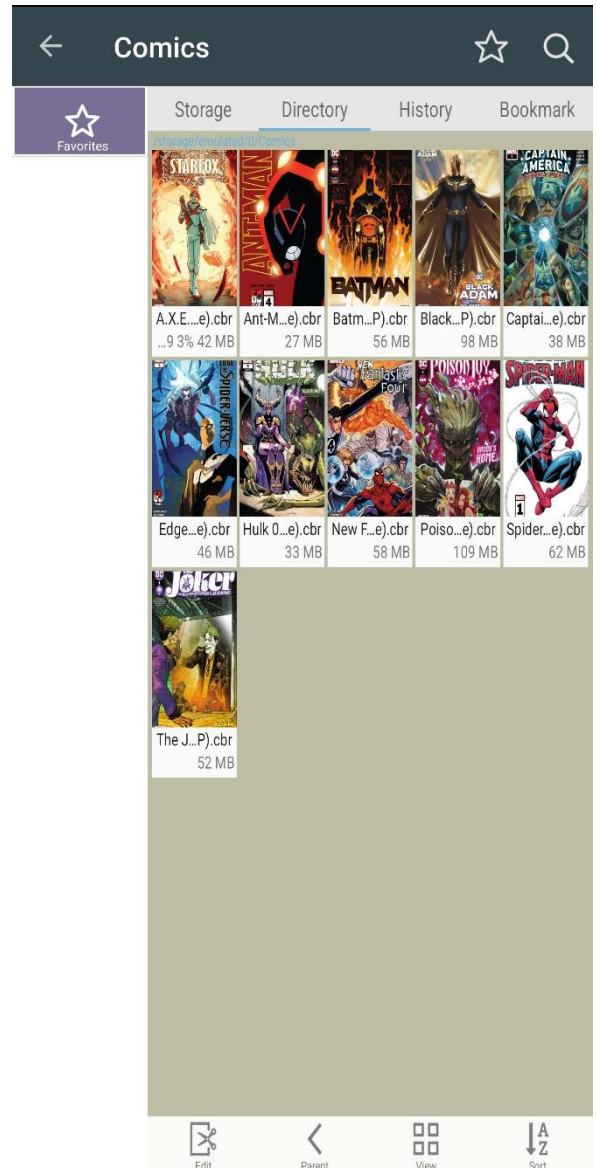


Figure 2: Comic Screen app