# Good and Bad UI Design

## Good Design

### Imovirtual app

**Objective:** show information about houses for sale or lease. Publish announcements for sale or lease of houses.

The app has an overall clean interface with a simple home screen that only has buttons for what is important for the user in this context, that is, the search button, the "Perto de mim" button that shows houses nearby the user and the "Favoritos" that directs the user to the houses he/she was interested in.

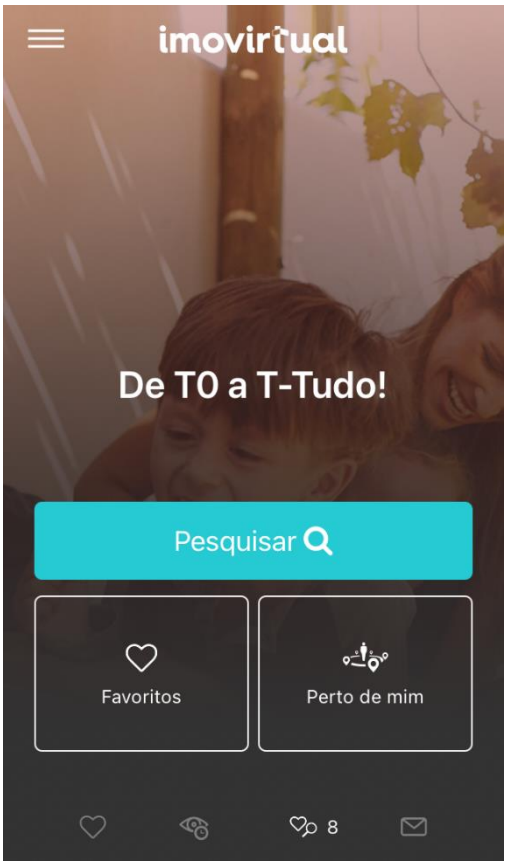


*Figure 1. Imovirtual home screen*

**Good aspects:**

- Important button on focus. The home screen has a focus on the most important buttons in this context either by displaying it in a different colour ("Pesquisar button") or by designing them as big squares ("Favoritos" and "Perto de mim" buttons). The icons along with text also contribute to ease the user experience.
- Other not so important buttons in the left side openable menu. Buttons that go to screen not so related to the purpose of the app, like profile or account configuration, are not on the home screen which facilitates the navigation of the user.
- Bottom buttons. These buttons allow the user to quickly go to the desired screen without the need to open the left side menu easing their experience.
- Clean design. The app has a smooth and clean design with rounded shapes and understandable icons. Also, the colours chosen don't contrast each other and are not too strong for the eye, overall, creating a good user experience.

# Bad Design

## DCM-FCT door

**Objective:** enter or exit DCM-FCT.

Doors can be double acting doors when they swing in both directions or single acting doors if they only swing in one direction. The door presented in the picture is a single acting door.

*Figure 2. DCM-FCT door*

**Bad aspects:**

- Handler. The handler used in the door suggests pulling the door to open it. However, the door can only be pulled from the outside, which means the handler with same design on the inside should be used to push the door, creating confusion in the minds of the user, even for seconds of time.
- Lock space covering. The part of the lock visible in the picture is covered by the door, as such, that cover is visible on the outside which suggests that the door can´t be pushed. But on the inside, that cover is not visible, leaving the user to decide if the door should be pushed or pulled.
- Lack of push/pull message. From the inside, the handler doesn´t suggest that the door should be pushed and there is also no message indicating the way to open the door

**Corrections or improvements:**

- The handler on the inside should be removed or its design should be one the suggests pushing.
- If it's impossible to remove the handler on the inside there should be a message on the inside telling to push the door and a message on the outside telling to pull the door.