

# 1<sup>st</sup> Assignment

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## GOOD AND BAD INTERFACE DESIGNS

### EXAMPLE OF A BAD DESIGN

Renault ZOE's door



The **objective** is to enter the backseats of the car.

For me, the back doors of this car are a good example of a **bad design**.

I experienced first-hand how weird and not intuitive it is to open this particular door because:

- When we look at the door it is really hard to understand how it is supposed to be opened given the fact that we are used to door handles like the ones, that we can see in the image, in the front doors.
- The door handler it's not visible at all. This happens because it is painted in the exact same colour as its surroundings, black.

All of this makes the user have the necessity to literally search for the door handler and waste time doing so.

#### **Corrections/Improvements:**

In my opinion, we have two options.

Either the door handler is painted in a completely different colour, so that it becomes way more visible or we just use normal door handlers, like the ones we are used to and the ones that are used in the front seat doors.

## EXAMPLE OF A GOOD DESIGN

### Apple Photos App



The **objective** is to store all the photos a user takes with their iPhone or iPad, so it's a photo gallery.

This app has a lot of features that help the user to find, edit and share their photos and allows them to have access to a cloud-based storage platform, the iCloud, that automatically backs up and syncs the photos from the user's devices.

For me, this app is a great example of a **good design** because:

- The user can, very easily, navigate through their photos by day, month, year or just see all the pictures. All of this in a chronological order.
- The user can effortlessly share their photos with whomever they want.
- It's extremely easy to search for a specific photo, person, place or even search for a thing that appears in the photo the user wants to find.
- All the available buttons and options are clear and intuitive.

