Good and bad interfaces

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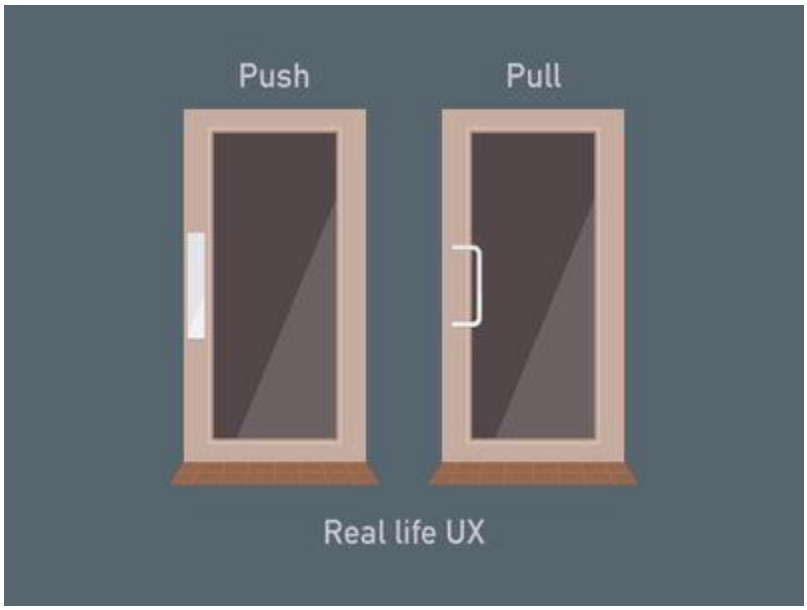
Francisco Mateus 53270



There are many examples of good and bad design choices, both in software and hardware, and even outside of IT. In this document, I'll show the examples of good and bad design I've dealt with in the real world.

The Good

The iPhone is considered one of best mobile phones on the market today, with a very well made design. However, I'm not going to talk about its physical design, but instead talk about its rather simple and elegant operating system home interface, which gives access to the phone apps and is one of the reasons Apple was so successful in revolutionize the mobile market.

I consider this interface to have a good interface design since it is very intuitive for a touch based interface. The icons are big enough to be clicked with a finger and all apps are available on the home screen. Besides that, the user can organize his phone apps in folders and, since iOS 15, add widgets to better costumize his home screen experience. Everyone can interact with this system without many hassles and many iOS updates improves gradually and even more the interface.

The Bad

User interfaces are not only limited to computer software, with one of the most common kind of interface, besides software user interfaces, doors. In the below image, we can see the door of one of the group work cabinets of the NOVA Shool of Science and Technology library. As the name implies, these cabinets are intended for group work meetings, or simply for group studying. Unfortunantely, the image also shows a huge design inconveniance in these doors, and the reproduction of a basic task affected by it.

In order for a student to enter the cabinet, it must first open the port with a key, given by the library staff, and the door lock is located in the bottom of the door, in contrast to a tipical door, where the door lock is located near the handle. This is very inconvenient, specially for a student, where he must squat with his backpack on back usually to do it. Besides the door lock, the student can easily be distracted by students passing on the hallway nearby. The reason for the door lock design is because a door lock near the handle would hinder the glass door integrity. I think it would be more convenient to use doors with something to reforce on the borders, like aluminum or wood to be possible to have the door lock near the handle.