

# Good and Bad Design

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## Bad Design - Charging the Apple Pencil Gen 1



Image 1 - The Apple Pencil Gen 1



Image 2 - Charging the Apple Pencil

The **Apple Pencil** is a very good tool to write digital notes on the iPad. However, it has one terrible design flaw: the way we're supposed to charge it!

The process of charging is intuitive enough, but as you can see in *Image 2*, while it's charging it makes the iPad nearly impossible to use. Furthermore, it takes takes too much space and it is also dangerous because someone

could accidentally push the apple pencil to the sides and damage the charging piece.

I think it was designed this way because Apple wanted to find a way to make the process different from the competition, and to make use of their propriatery lighting port.

A possible solution would be to turn the charging plug on the top of the pencil into a charging socket. That way, anyone could use a normal iPhone/iPad charger to charge the pencil and you could even use the pencil while it is charging.

## Good Design - Things 3

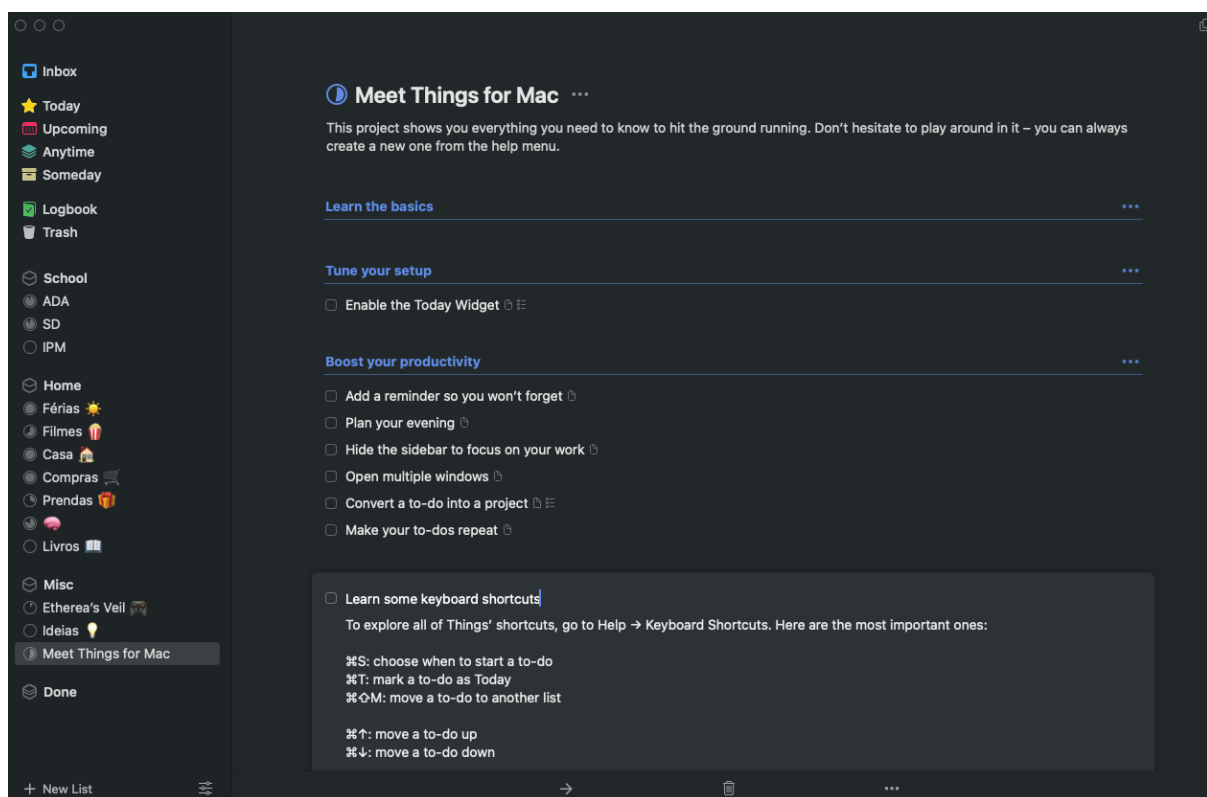


Image 4 - Things 3 interface

**Things 3** is a *MacOS/iOS* application that allows the user to create elaborate (or simple) to-do lists. Personally, it helps me plan my day, manage projects and studying.

On the left we can see all of my "projects" and on the right the to-do list of the project I have opened. I can add new *to-do*'s to a project and even add a description (in *markdown*) to each *to-do*.

I believe it has a very well design interface because, even though it has many features, it was very easy to learn how it works and the whole experience is very memorable. As you can see in *Image 4*, **the app's tutorial is written as a project** which I find incredibly creative and effective since it allows the user to actually play around with the tutorial's project and learn by doing.