

Assignment #1

Good and bad design

An exemple of an amazing design, in my opinion, is the door looking system of the Tesla cars. The user can sync in his smartphone and the car will lock and unlock the doors in proximity with said smartphone. Also, the user can use the Tesla app to verify if the doors are locked and lock and unlock them remotely. This makes it extremely unlikely that the user will ever let his car unlocked by mistake.



Tesla's door opening app

On the other hand I think Tesla made a big mistake in the way they design the door handle in the inside of the cockpit. They replaced the common door handle with a little slick button that, although very aesthetically pleasing, is not very intuitive. Most people do not associate that button with a door handle and instead they tend to reach for the emergency door handle that can damage the door windows if used.



Tesla's door with arrows pointing to door handle and emergency door handle