IPM
2020/21
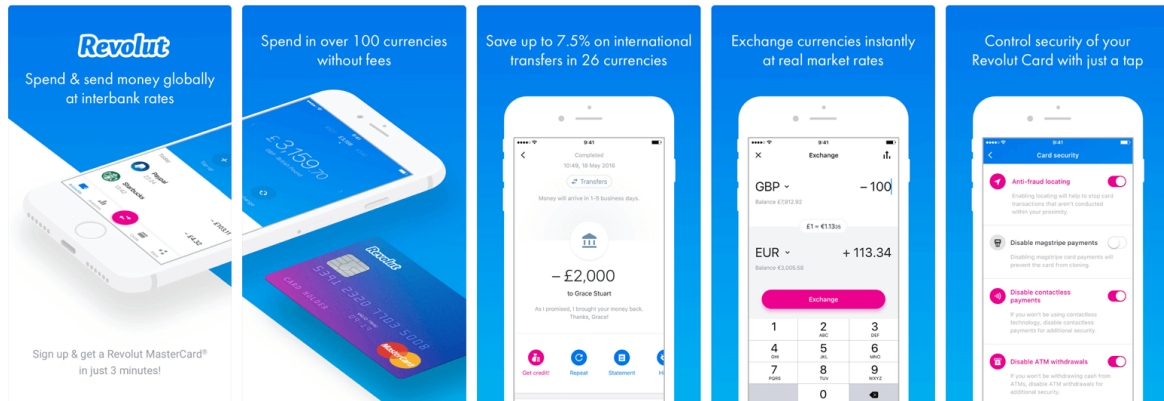
Assignment #1
Good and bad design

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Good interface

An example of a good user interface would, in my opinion, be the Revolut app. This is a financial management app which can be used for everything from keeping track of spending, to exchanging currencies.


I chose this application because the interface is clean and straight to the point: there is no doubt what each button does in its context.

Information is presented with pertinent visuals and, wherever needed, some text to support it.

There is not too much visual clutter – even though the amount of text could be reduced, there' is a good balance, and new users are not as likely to misunderstand a functionality.

The aesthetic is coherent, relying on blue and pink tones for the most relevant interface components (such as buttons) and simple rounded icons.
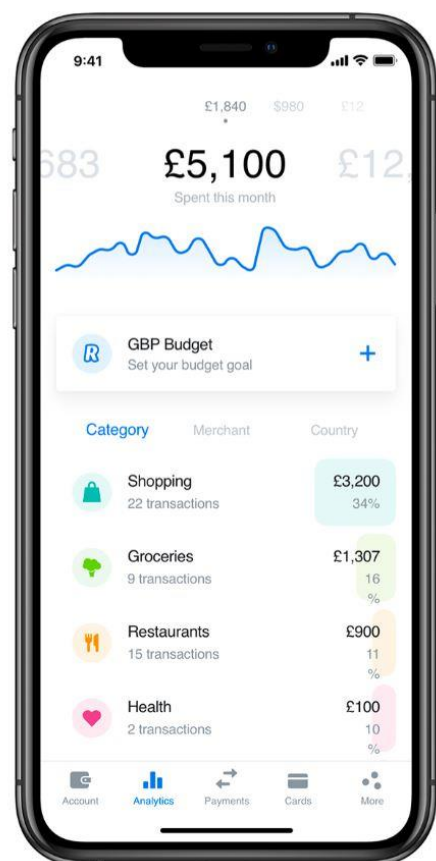
Bad interface

For an example of bad interface design I looked more into real-life examples. I found this poor choice of design for an apartment complex's doorbell intercom buzzer.

This is a confusing design for more reasons than one, the first being that the buttons are quite small and seem to follow no logical order.

The buttons are not horizontally aligned - contributing to the clutter - and are not organized by floor, but rather by letter.

Even so, a single letter doesn't take up a full column, so overall it would just take a user much longer to navigate, proving inefficient when compared to the usual, more organized design of intercoms.

A suggestion here would be to make the intercom into a bigger aligned button grid with 7 columns (since there seem to be 7 floors) and 12 rows (with letters from A to L). This would take a user less time to locate the desired doorbell button.