NOVA SCHOOL OF SCIENCE & TECHNOLOGY

Good and Bad Design

Human-Machine Interaction: Assignment 1

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Good Design Example:

IPhone's On-Screen Keyboard

Objective: Provide an efficient and user-friendly way for users to input text and interact with their device, making it a crucial aspect of the overall user experience.

Good Aspects:

1. Intuitive Layout: The layout of the keys is designed with familiarity in mind. It resembles a physical qwerty keyboard, making it intuitive for users who are accustomed to traditional keyboards.
2. Responsiveness: The keyboard responds quickly to touch inputs, providing immediate feedback when a key is pressed. This responsiveness ensures a smooth and satisfying typing experience.
3. Auto-Correction and Predictive Text: The keyboard features auto-correction and predictive text suggestions that help users reduce typing errors and increase typing speed. This feature enhances user productivity and corrects mistakes on the fly.
4. Customization: Users can customize the keyboard by adding third-party keyboards or enabling different language layouts, making it versatile and accommodating for various user needs.

Why it’s good?

The IPhone's on-screen keyboard excels in user interface design because it prioritizes user experience, offering a familiar and efficient text input method. It's designed with the user's convenience in mind, with responsive feedback, autocorrection, and customization options that enhance usability. The layout and overall design of the keyboard make it user-friendly and accessible to a wide range of users.

Phone keyboard evolution.

Bad Design Example:
TV Remote Control

Objective: Allow users to navigate channels, adjust volume, and control various functions of their television.

Bad Aspects:

1. Cluttered Buttons: Some TV remote controls have a multitude of small buttons with unclear labels, making it confusing and difficult for users to find the function they need.
2. Poor Button Placement: Frequently used buttons, like volume and channel controls, are often placed alongside lesser-used buttons, leading to accidental presses and user frustration.
3. Lack of Backlit Buttons: Many TV remotes lack backlit buttons, making it challenging to use in low-light conditions.
4. Complex Programming: Programming universal remote controls can be overly complicated and time-consuming for users.

Why it’s bad?

TV remote controls that exhibit these issues provide a poor user experience. They can be frustrating and confusing, especially for those who are not tech-savvy or have visual impairments. The design may result from an attempt to include numerous features but could be improved by simplifying the layout, using clear labeling, and providing ergonomic button placement.

Example of a well-designed TV remote control: Apple TV Remote

Suggested Correction or Improvement

A better TV remote control design would prioritize user-friendly features like simplified layouts, backlit buttons, and intuitive programming methods. Clear button labels and well-thought-out button placement would enhance usability, making it easier for users to control their televisions.