IPM 2019/2020

Examples of good and bad designs

- Example of a <u>bad design</u>:

This interface is used to reach an online bank account (on Web). I think a particular operation in this site can be used as an example of a bad design. A user can not introduce the access code using the keyboard (for safety reasons i think so) and he has to use a screen keyboard that slows down the using time, and the problems is when the user makes a mistake by entering the code and he has to erase everything else to add it again correctly.

I suppose this was made this way to prevent frauds but i also think that they could use a backspace button even in the screen to give the users the possibility to erase the desired numbers of digits.

- Example of a <u>good design</u>:

This interface is used to reach an online bank account (on Mobile). I particular consider this interface as an example of good design once you can do the intended action without being confused and it is intuitive. unlike the previous example, here if you make a mistake by typing your access code you can simply erase the wrong(s) digit(s) and continue without wasting time.

This interface also is very good structured that you do not even need to look at the catalog to know how to use it.

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