

Assignment 1: Good and Bad UI designs

- **GOOD** User Interface design (example)

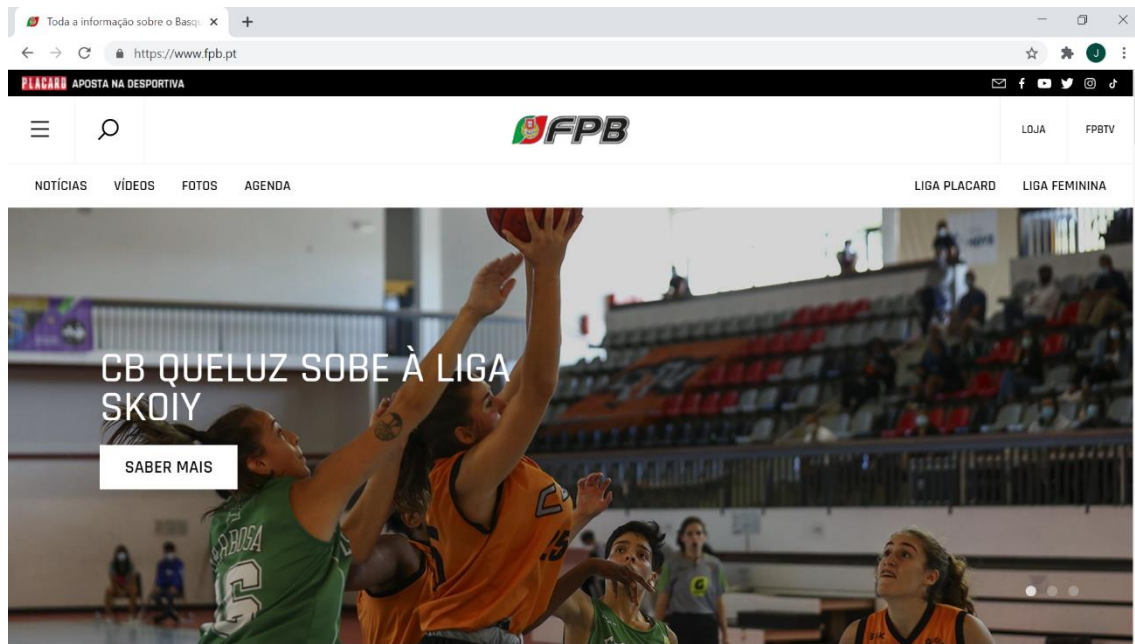


Fig 1: website for the Federação Portuguesa de Basquetebol (2020)

Objective: Display information about the portuguese basketball championships and events relative to both youth and professional basketball.

Definitely a big improvement from the previous version of this website. The way the information is presented as well as the overall style of the front page is captivating and intuitive all types of users.

Notable pros:

- 1) The minimalistic choice of colors is user friendly.
- 2) Information is shown in an easy/perceptible environment making it clear where to go.
- 3) Unlike similar websites there is a good ratio between how many space available there is and how much content should exist.

Assignment 1: Good and Bad UI designs

- **BAD** User Interface design (example)

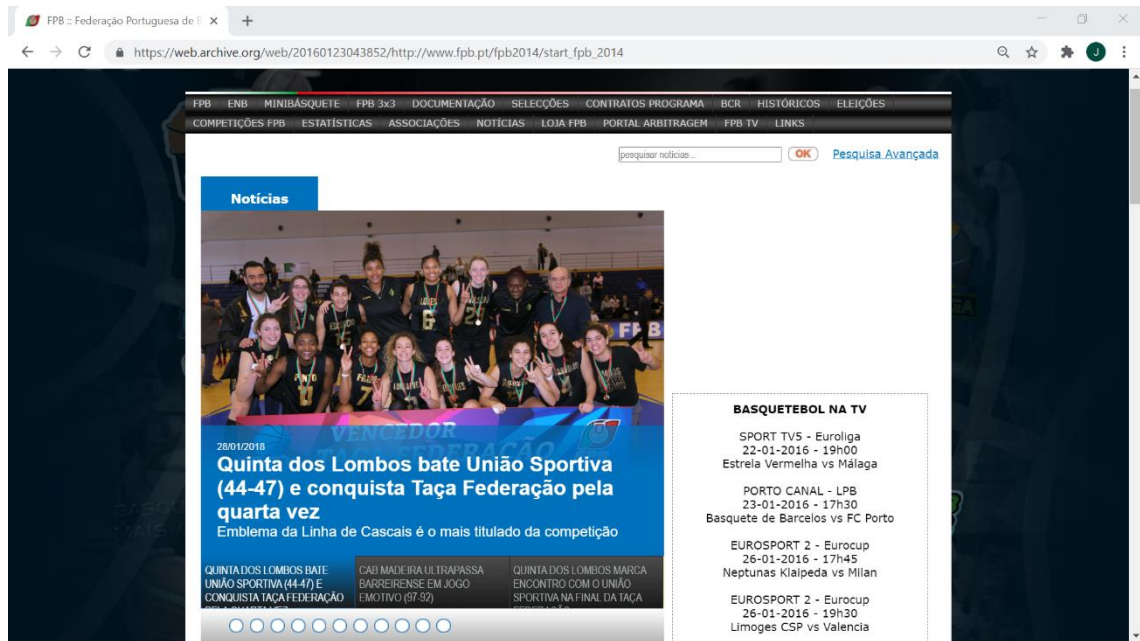


Fig 2: website for the Federação Portuguesa de Basquetebol (2014-2019)

Objective: Display information about the portuguese basketball championships and events relative to both youth and professional basketball.

As one can see from the image displayed in Fig 1 this is a fine example of a bad User Interface Design. The choice of display of the different elements along with the unnecessary amount of information makes it hard for the common user to get used to.

Notable mistakes:

- 1) Unnecessary white square in the middle right corner.
- 2) Too many tabs in the top make it unpleasant to search for something.
- 3) The “Notícias” section could have a more appealing structure.
(*suggestion:* have a brief title for each news instead of so many words)