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Bad and Good User Interface (UI) Design

The concept of **GOOD** or **BAD** UI design immediately brings to mind the idea of an interface for an application, website, or something similar. However, many times we can encounter these examples right in front of us in our daily lives.

One clear example that is present in everyones life is doors. The choice between pushing and pulling, related to the presence or absence of a handle, is a design decision that we encounter daily and can clearly illustrate the difference between **GOOD** and **BAD** design

"Every designer wants to build a high-quality interactive system that is admired by colleagues , celebrated by users, circulated widely, and imitated frequently"
-(Shneiderman, 1992)
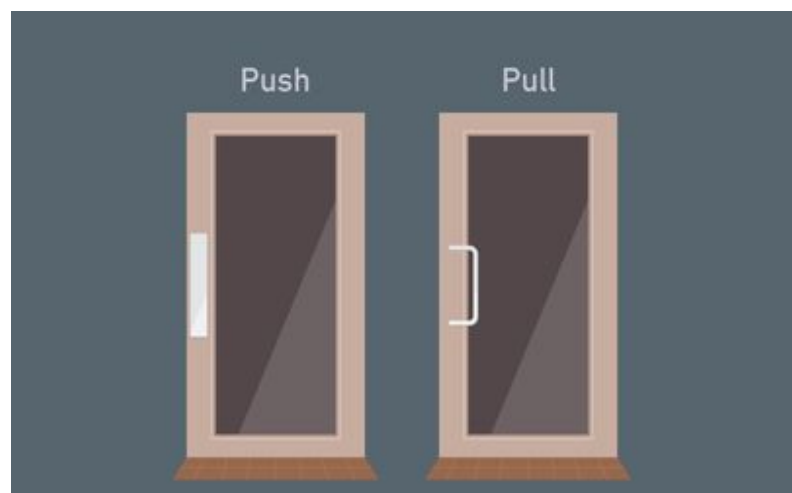
As seen in the image, we have an example of **GOOD** UI design here, as it would be very intuitive for the user to know which door to push and which one to pull, not making it confuse for him.

As the door with a handle is labeled "PULL," where obviously it makes sense having a handle since it helps the user to pull the door and then open it.

We also have another door with "PUSH" written above it, and now there is a no handle. However, having a handle to push a door is, in fact, not very useful, as it ends up being pointless to have a handle for pushing a door. So it makes sense and its an example of a **GOOD** design not having a handle in this case , where we have a door supposed to be pushed,

A **BAD** design here would be if we had the labels switched, with the label "PULL" corresponding to the door without the handle and vice-versa for the dor with "PUSH"

And now , as we can see in the next image, we have an example of a **BAD** UI design.

In this case, the functionality of each button in the controller and what each button is used for is much more confusing for the user, which is why it's a **BAD** UI design.

A good solution for this problem is for example the newest MEO controller.
Its a much cleaner and simpler option.