# **Spot the Bad UX!**

*Refer to the resource ‘UX/UI Principles.pdf’ to spot the bad UX in ‘Spot the bad UX!.pdf’.*

|  |  |  |
| --- | --- | --- |
| **Error Number** | **User Experience Design Principle** | **What would you do differently?** |
| 1 | Consistency & standards | Consistent should be there in layouts and screen. |
| 2 | Consistency & standards | The scrolling for apps should be vertical only. |
| 3 | Aesthetics and minimalist design | Colours, fonts, images should be clear and simple to understand. |
| 4 | Skewmorphism | Icons that are useful to link the real world should use for the navigation of the app. |
| 5 | Help and documentation | Help information should be clear and detailed to understand. |
| 6 | Aesthetics and minimalist design | The design of the button should more attractive and simple. |
| 7 | Match between system and the real world | Icon and text should match the real world for the easy understanding. |
| 8 | Aesthetics and minimalist design | Reduction of unnecessary images and text. |