

HCI Assignment No. : 1

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Subject: Human Computer Interaction

Class: TE (A) Information Technology

Topic: What Makes It a Good / Bad Design?

What is Good Design?

A good design is simple and easy for users to understand and use without confusion. It improves user experience by being efficient, safe, and comfortable.

- Easy to use (user-friendly)
- Comfortable and efficient
- Safe and reliable
- Visually clear
- Solves the user's problem quickly

What is Bad Design?

A bad design is confusing, frustrating, or uncomfortable to use. It creates problems for the user and often requires extra effort to complete even simple tasks.

- Confuses the user
- Feels uncomfortable or unsafe
- Lacks clarity
- Takes too much time or effort to use

Here are some examples:

1. Mug:

Good Design:

- Comfortable handle grip
- Insulated to keep drinks warm
- Wide base to avoid tipping over

Bad Design:

- Handle too small to hold
- Material gets too hot to touch
- Mug shape makes it easy to spill



Fig. 1: Good Design

Fig. 2: Bad Design

2. Trash Bin:

Good Design:

- Clear labeling for recycling and waste.
- Foot pedal to open lid hands free and hygienic.

Bad Design:

- Lid opens only with hands; no clear separation of types.
- Unstable or hard to open, especially when full.



Fig. 3: Good Design



Fig. 4: Bad Design

3. Elevator Buttons:

Good Design:

- Large buttons with clear floor numbers.
- Emergency and door controls separated and easy to find.

Bad Design:

- Small or poorly lit buttons, placed too low or high
- Floors not labeled clearly or buttons easily pressed by mistake.



Fig. 5: Good Design



Fig. 6: Bad Design

4. Microwave Oven:

Good Design:

- Simple, clearly labeled buttons (like "Start," "Stop").
- Digital display with sound feedback when done.

Bad Design:

- Too many complex functions and small buttons.
- Poor labeling or icons that confuse the user.



Fig. 7: Good Design



Fig. 8: Bad Design

5. ATMs:

Good Design:

- Touchscreen interface with clear options.
- Visible card slot and cash dispenser with guidance.

Bad Design:

- Poor lighting, slow response, hard-to-read display.
- Card slot in hidden or confusing location.



Fig. 9: Good Design



Fig. 10: Bad Design