

Good and Bad UI Design

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Abstract—Dealing with visual and physical stimuli for the most part of our day, it is important that they should be pleasant, as we tend to remember things that are not dear to us. In this assignment, we were asked to give an example of Good and Bad UI.

I. INTRODUCTION TO USER INTERFACE

The UI (User Interface) is the point of human-machine interaction and communication in a device. This can include display screens, keyboards, a mouse and the appearance of a desktop.

Although being a somewhat of a subjective field of study, there are some aspects that extend to the objective part of it, eg., Color Palettes are very important and should be done right in order to get the most of the user's attention.

II. THE GOOD

Having to spend a lot of time behind a keyboard, the speed that I type should not be a limiting factor to my ability to translate ideas into computer text.

I have come to really enjoy the layout and quirks of the Thinkpad keyboard.



Fig. 1. Thinkpad Keyboard.

The weird looking red dot in the middle is actually very useful as its purpose is to allow the user to reduce the use of the trackpad given that it implies moving one hand away from the keyboard. The two red striped buttons below the Space Bar are extensions of the Left and Right mouse buttons.

These quirks almost force me to keep my hands on a static position and just move my fingers.

III. THE BAD AND UGLY

As comic as the absurdity of the movie itself, the official website that promotes The Room almost tries to pursue the user to close the website as soon as this one renders. This case should be taken as satire but there is also a lot to learn from it so to not make the same mistakes on *real* projects.



Fig. 2. Home page of The Room's official website.



Fig. 3. Date and location of some screenings.



Fig. 4. Contacts section.

We can find the following wrongdoings in its graphic design.

- Absence of a navigation menu. This makes it so you have to scroll down to find something you want.
- Hard to read text given the mixture of different font sizes and text colour.
- Media and info distract from the site's primary goal: to sell.
- Some hyperlinks are broken and others are really hard to spot.
- No real order of the presented information.