

## Bad UX design in Eindhoven by Vasil Todorov



Kitchen hood switch design

What we have here is the design of a kitchen hood switch found in a home in Eindhoven. What makes this a bad UX design the way the functions are ordered. On the most left we have “setting 2” in the middle “setting 1” and on the right most “setting 3”. Setting 1 is for turning the hood off, setting 2 for functioning at minimal capacity and setting 3 is for maximal capacity.

The first thing that we notice is that there is not 0 setting. This can be confusing to some people since we are used to knowing that 1 means that we have 1 thing that we have something even if it is little and 0 means nothing. Most electric stoves are turned off at the 0 setting and have 1 as the minimal just to give another example of how this can be confusing.

Next we have the way the numbers are arranged. Most often what we have is from left to right from the lowest number to the highest one. Sadly, this is not a thing here. The middle is the OFF function without any explanation why. In the case that the setting paint is scratched off (just how it has started happening to the setting 3) it would be very confusing for a person to find out which setting mean what.

What I recommend be done here is to change the numbers to 0 ,1 and 2 and to order the settings from left to right 0, 1 and 2. Also to mark the numbers not only with pain but to also engrave them slightly in the box of the switch so that the even if the paint scratches off a person can recognize the settings.