

Interação Pessoa-Máquina

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Assignment 1: Examples of Good and Bad Designs

Student:

48751, Lenino Dias

Teacher:

Teresa Romão

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Examples of good and bad designs

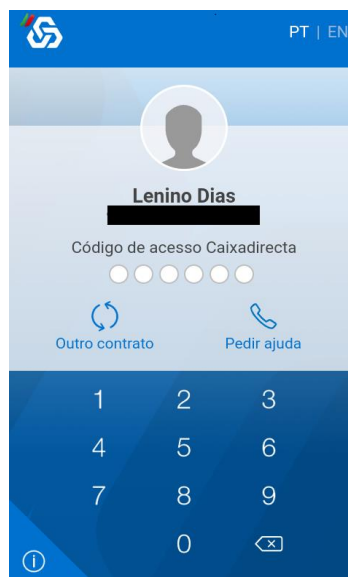
- Example of a bad design:



This interface is used to reach an online bank account (through a web browser). I think a particular operation on this site can be used as an example of a bad design. A user cannot introduce an access code using the keyboard (likely for safety reason) and has to use an on-screen keyboard, which is time consuming, and prone to error, because if the user makes a mistake by entering an incorrect code he has to erase everything else to add it again correctly.

It is likely that this interface was designed to prevent fraud but I think that they could use an on-screen backspace button to give users the option of erasing the desired numbers of digits.

- Example of a good design:



This interface is used to reach an online bank account (through a mobile app). I particularly consider this interface as an example of good design because the user can perform the intended action intuitively and without confusion. Unlike the previous example, if the user makes a mistake by typing their access code they can simply erase the wrong digit or digits and continue without wasting time.

This interface is also very well structured in that the user does not need to look at the catalogue to know how to use it.

Author: Lenino Dias, 48751