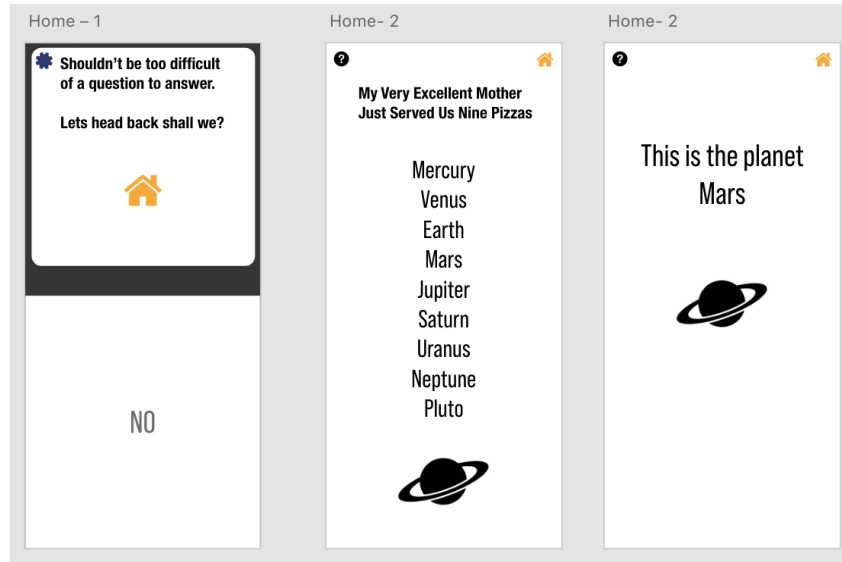


**Link to prototype:** <https://xd.adobe.com/view/fd40e4b0-12c9-45e9-a337-27f3930563a2-a813/>

I changed my idea almost entirely. I instead decided to create a prototype experience that tells the user if it's dark or light outside. The first screen greets the user, and asks for the user "What time is it?" (an index). After the user puts in the time, the user will be prompted to select the 'begin' button which is an index and also a perceived affordance as the user perceives the button is pushable. The 'begin' button is a false affordance however, as when the user clicks it, nothing will happen. Instead, the line that states "What time is it?" is a hidden affordance, as upon clicking it, it will actually take the user to the next page. The next page then states "Is it dark out?" (index) with the choice of choosing YES or NO (both index). Upon selecting the YES button, the user will quickly realize that it is a false affordance as it won't do anything. Instead, by clicking anywhere in the black box surrounding it (hidden affordance), it will take the user to a page that states "It's light outside". The NO index is also a false affordance, and instead, upon clicking the button left corner, it will take the user to another page that says "It's dark outside". Clearly shown here is an example of the gulf of execution, as the user perceives that the prototype will correctly tell them if it is dark or light outside, although the system will not support the users intent or actions, and inform them falsely. On the pages that state 'It's light outside' and "It's dark outside" there are two graphics. Upon clicking them, the user will be taken to alternate pages that list false information regarding either the moon or the sun. At the top corners of the majority of the pages, there are two icons: a question mark and a home icon. When the user clicks the question mark, a new page is revealed stating "Don't be confused! It's quite simple. You can tell if it's dark out if you can see!" Which is inherently false, and will only serve to further confuse the user. In many cases, the home icon is a false affordance and will fail to bring them back to the home page.

On the 'home' page, at the top left corner, there is a system preferences symbol. This is another false affordance because when clicked, the user will be shown a screen that states "Shouldn't be too difficult of a question to answer. Let's head back shall we?" instead of actually showing the user the system preferences. On that page, if the NO at the bottom is clicked, the user will be shown a page that has an acronym of the planets and then a list of them below. In addition, the saturn icon at the bottom, when clicked, takes the user to another page that has more random, false information as seen below.



I had both my mother and my little sister test out my prototype and their reactions to it were quite similar. Both found it amusing at first, but quickly became confused and irritated with the odd intricacies of the prototype. My mom, after playing around with it for a couple of minutes and becoming increasingly more annoyed, finally asked me why I would make something so pointless. I believe, based on their reactions, that this has been a success.