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Submission

Batch: K11

Aim: Feedback and constraint designs.

Problem statement: Products or interfaces should offer useful interfaces feedback to understand the state and have constant constraints to avoid mistakes. Student have to identify and analyze minimum 5 interfaces or products offering feedback and constraint.

Prepare a report clearly showing casing feedback and constraint and support it with minimum of 5 photographs taken in their surroundings or home or neighbourhood.

What is feedback?

When users interface with machines, feedback is necessary about how their work is progressing.

It is the evaluation about an action to the effect on the process to be done.

What are constraints?

Controlling relationship b/w actions and results with layout and movement and restricting or prohibiting some possible wrong actions.

What is need of Feedback?

- 1.) Acknowledging acceptance of input.
- 2.) Recognizing that input is in correct form.
- 3.) Explaining delay in process.
- 4.) Acknowledging if request is done.

What is need of constraints?

- 1.) Constraints limit the actions that can be performed by the user, thus increasing usability and design and reducing likelihood of operator error.
- 2.) Help to narrow choices.

conclusion:

- 1.) The usage of feedback to the advantage of user was understood.
- 2.) Using constraints to reduce the probability error was discussed.
- 3.) Importance of feedback and constraints was thoroughly brainstormed.

[Note: PPT alongwith examples, images and sources has been attached].

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