**Reflexión 13**

**“From the computer to real life”**

**Soon we will have a special kind of class where we must create an activity out of a topic of the course and present it to the class.**

**My team have already defined the topic, in this case Affordance, and we are almost ready thinking about the activity, however I wanted to make this entry about this theme because i think that the idea that we came out with was pretty innovative, not because we used state of the art technology but because we did exactly the opposite.**

**Our activity will use modeling clay to make the participants create innovative product to display different kinds of affordance. Even if it’s just a small display of the topic, thinking that this concept can be used in software and in common day objects makes me think that it’s more important than I though.**