




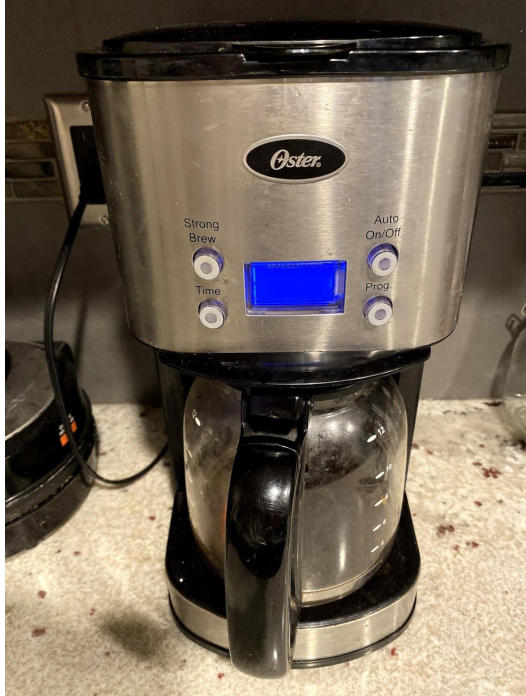


Assignment 7
Ryan Hoffman

Phenomena	Good	Bad
Mapping	<p><u>Example:</u> Sodastream</p>  <p><u>Why this is a good example:</u> There's just one button and it's big and gray compared to everything else which is black.</p>	<p><u>Example:</u> glass stove top</p>  <p><u>Why this is a bad example:</u> After cleaning the glass over and over, the paint that outlines the area designated for each burner gets removed/worn away.</p>
Affordances	<p><u>Example:</u> Paper towel holder</p> 	<p><u>Example:</u> Washer/Dryer Combo</p> 

	<p><u>Why this is a good example:</u> The paper towel roll sits on a center hub that allows the user to unroll a sheet in either direction.</p>	<p><u>Why this is a bad example:</u> There are no explanations as to why you would want to choose which setting for your clothes. You just have to try and figure it out on your own.</p>
Constraint	<p><u>Example:</u> Kitchen faucet</p>  <p><u>Why this is a good example:</u> The faucet limits the user to four basic operations: on/off and hot/cold.</p>	<p><u>Example:</u> Coffee maker</p>  <p><u>Why this is a bad example:</u> There are more options for the user than need be. For instance, one can set the clock and a timer to automatically make coffee at a certain time but, for those of us who love coffee, we are not about to let fresh coffee sit in the coffee maker all night.</p>

Feedback

Example: Microwave



Why this is a good example:

The bright green display makes it immediately clear to the user what setting has been chosen or how much time is remaining.

Example: waffle maker



Why this is a bad example:

This waffle maker has no words to help the user determine how to use it. There's just a red and blue light. When using this waffle maker you have no idea when your waffle is done cooking.