Assignment 7
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Phenomena	Good	Bad
Mapping	<u>Example:</u> Sodastream <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.	<u>Example:</u> glass stove top <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.
Affordances	<u>Example:</u> Paper towel holder 	<u>Example:</u> Washer/Dryer Combo

	Why this is a good example: The paper towel roll sits on a center hub that allows the user to unroll a sheet in either direction.	Why this is a bad example: 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.
Constraint	Example: Kitchen faucet Why this is a good example: The faucet limits the user to four basic operations: on/off and hot/cold.	Example: Coffee maker Why this is a bad example: 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.

Feedback	Example: Microwave	Example: waffle maker
	  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.	 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.