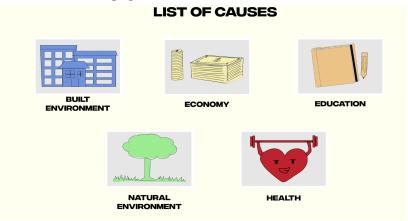
Activity 3: Link Design Ideas

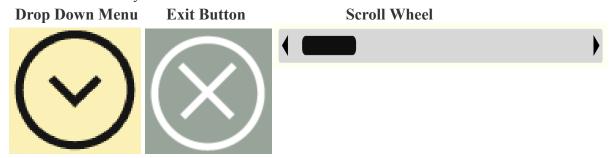
Discoverability & Understandability

• Using bright and clearly labeled buttons to ensure the user knows where they are navigating to and what that page is:



Affordances

• Using familiar symbols and shapes for buttons so users instinctively know what they do, and how they can interact with them:



Constraints & Forcing Behavior

• Used a lock out on the "Download Graph" button to make sure the user downloads the correct data they want:



