

Professor Bones Guest Lecture Summary

Jos Craw

July 30, 2019

For the lecture with Professor Bones the design of everyday things was discussed. The main points discussed were the following:

- Affordances
- Signifiers
- Mappings
- Feedback
- Conceptual Models
- Constraints
- Conventions

These principals make up the core components of design. The first is affordances, this is visually what the design allows for i.e. a chair affords sitting.

The second is signifiers, these include obvious symbolism such as arrow icons on an application signifying that there are more pages. Another example of signifiers is a simple sign such as a traffic sign show what lane is for what turn off.

The next point discussed was mappings, mapping is where the operation of something is obvious though it's shape or location. Another provided example was the London Underground map as the map is not to scale but simply is a good representative of the direction and flow of the system.

The next item discussed was feedback this is when an operation returns a response to indicate that the operation was performed correctly. The given example for this is when a light switch is pressed and the feedback is the light coming on.

Next, conceptual models were discussed. The main