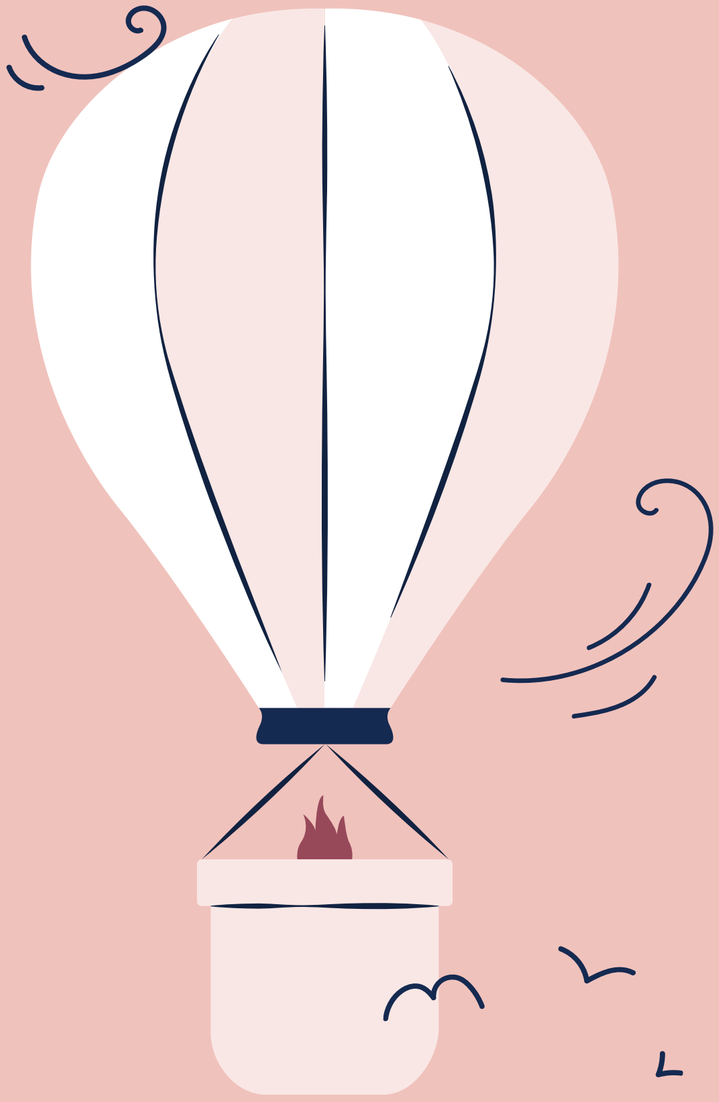
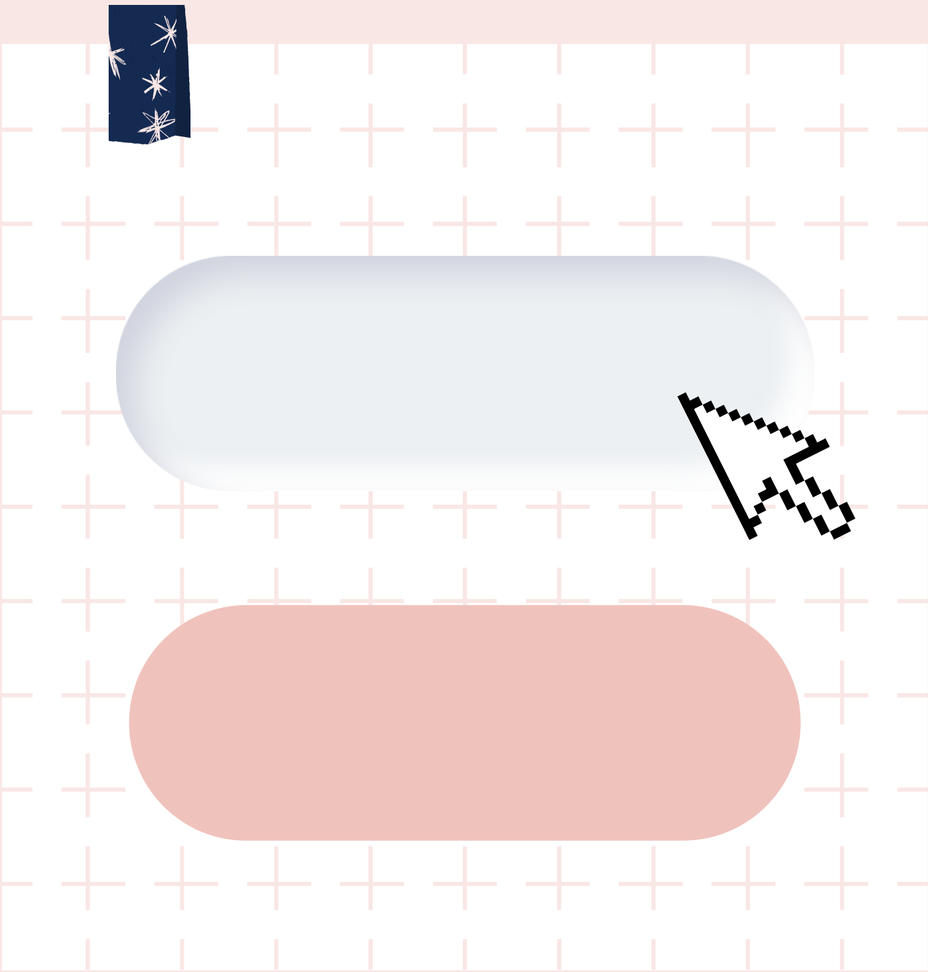
Principles of Interaction

BY NAINA MEHTA AND PRAKRITI REDDY



Examples of Feedback

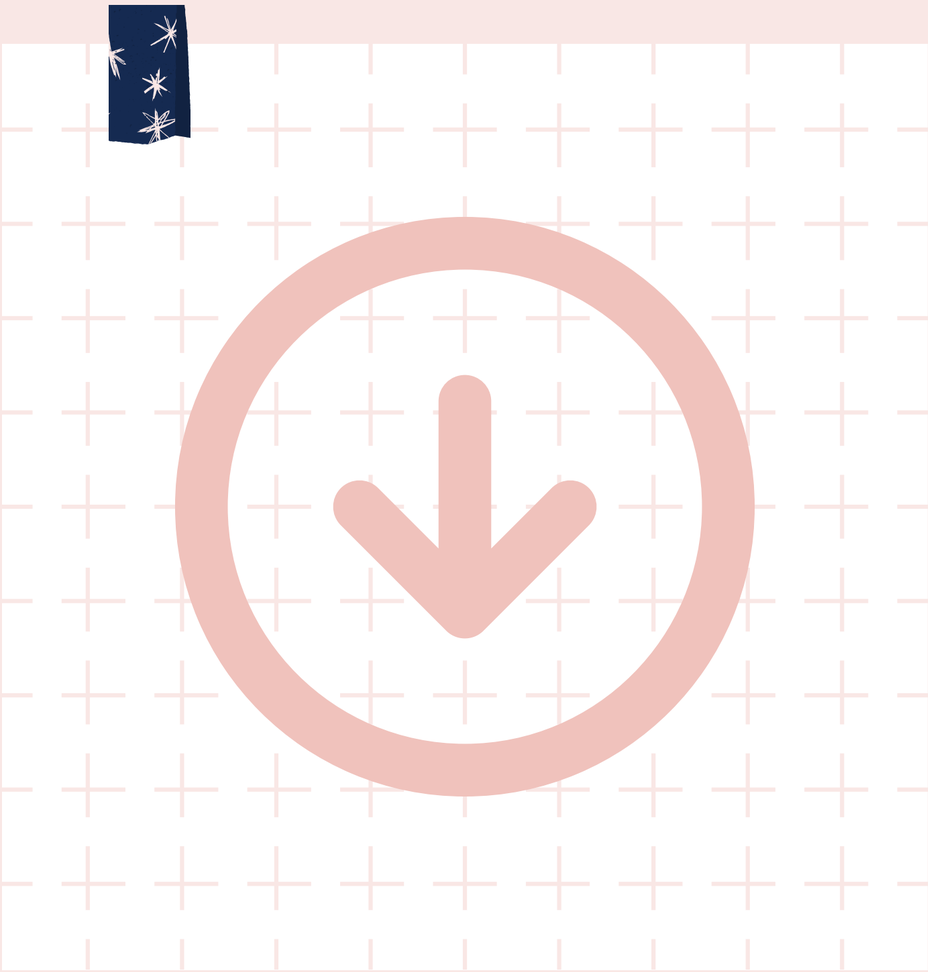
Good example



Change in colour of the button when it is pressed

shows that the action has been done.

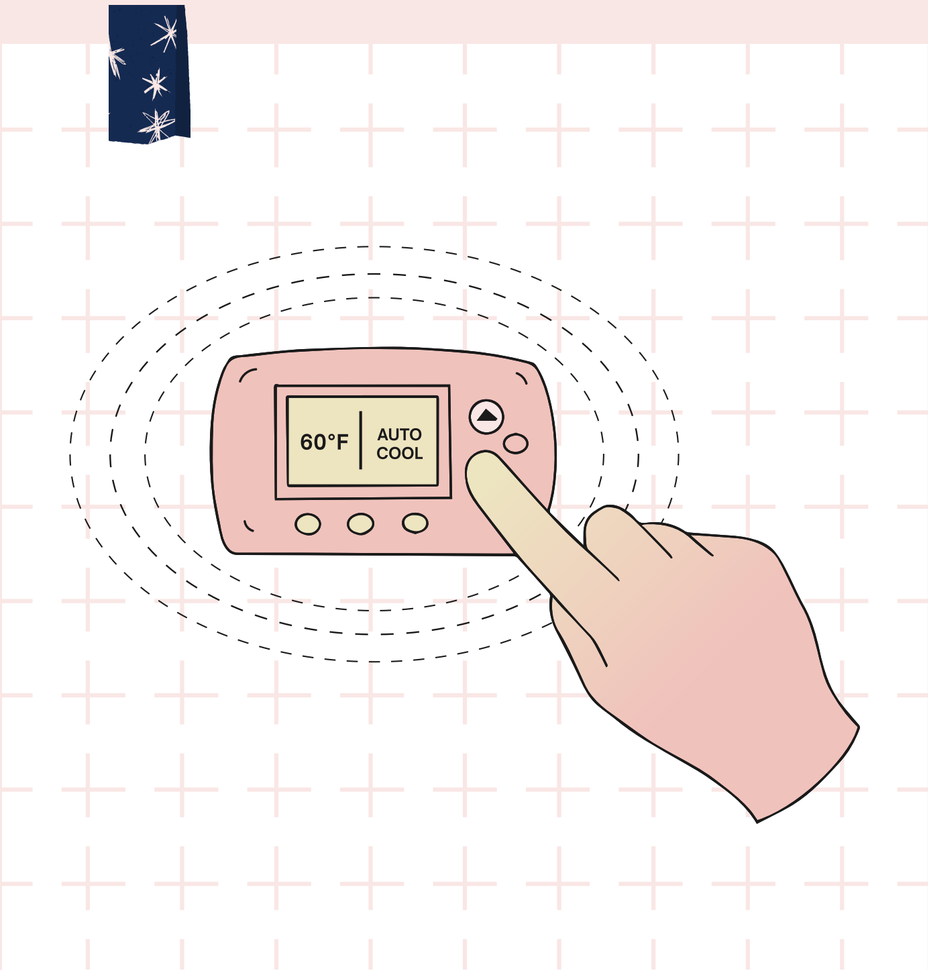
Good example



The download icon being completed

Shows us how long the download will be taking and the progress.

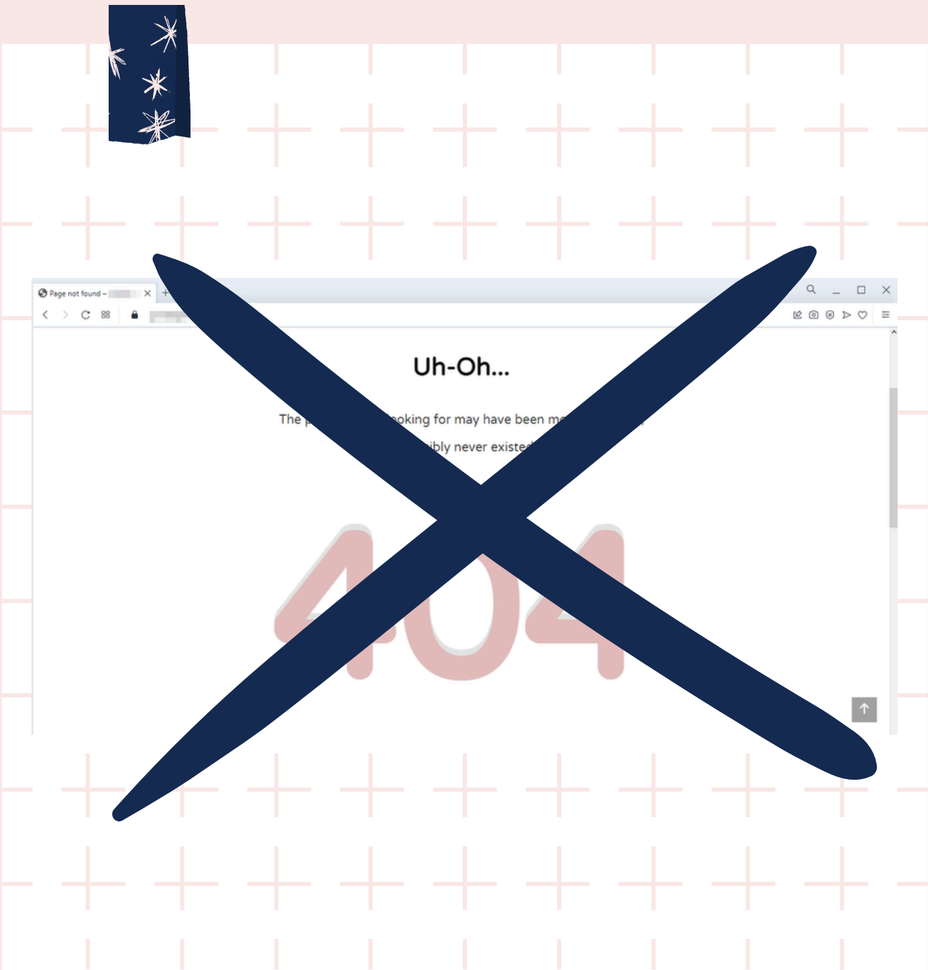
Bad example



Temperature control of Hostel AC

When the button is pressed to change the temperature in the Hostel AC, the numbers do not match the action and hence confuses the user.

Bad example

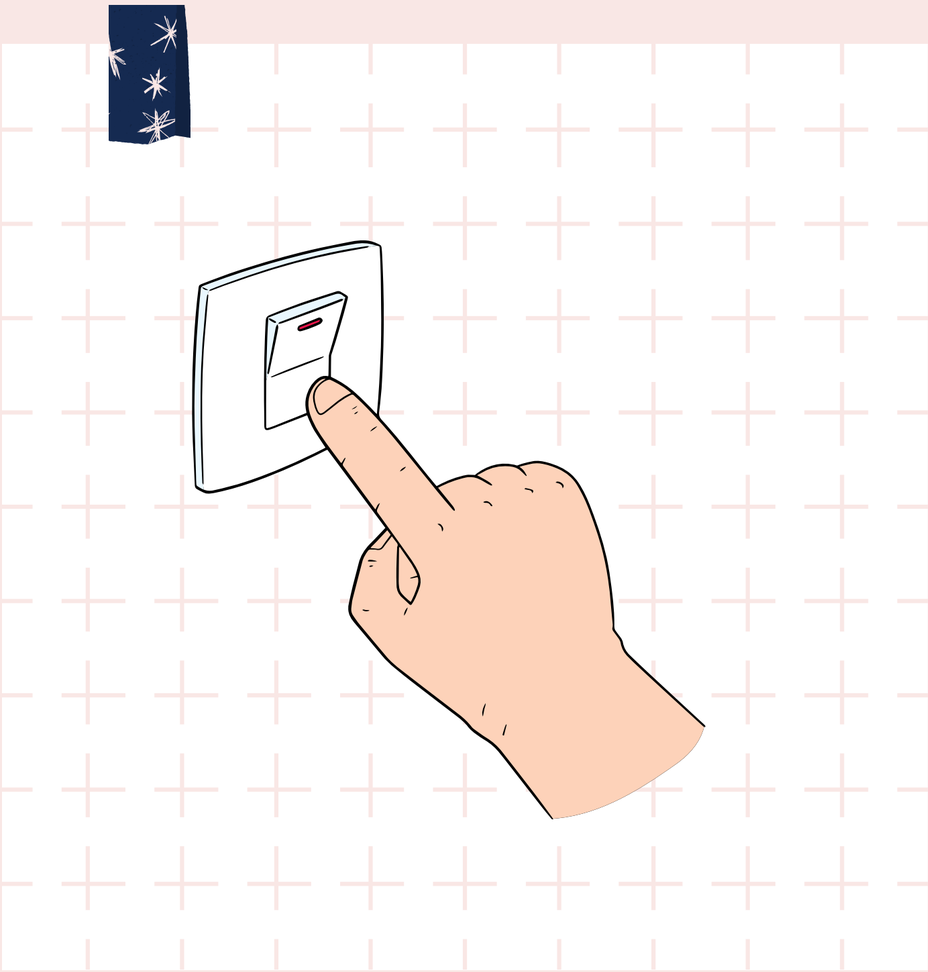


No Indication of Form Validation Errors

When users submit a form with errors (e.g., missing required fields or incorrect input), and there is no feedback to indicate what went wrong or how to fix it.

Examples of Affordance

Good example



A light switch

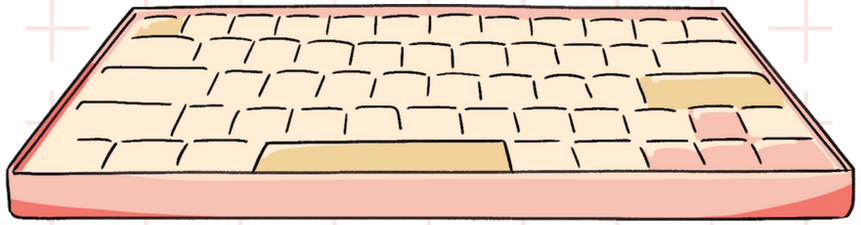
the light will turn on when the switch is pressed..

Good example

A bell on a bicycle

A bell is very loud and clear and does its duty of alerting people when it is rung

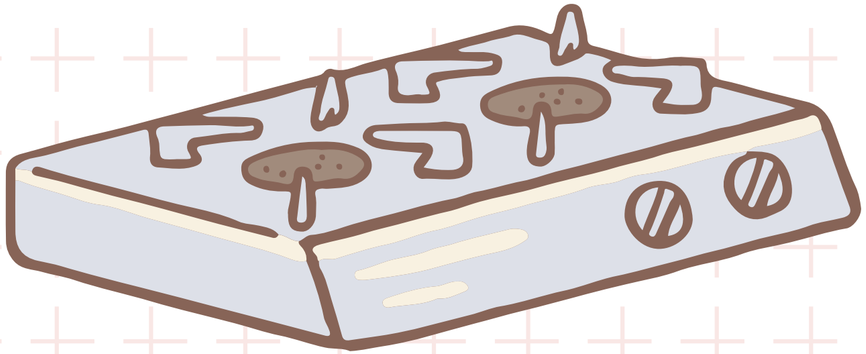
Bad example



A Keyboard which is in alpahbetical order

It becomes a task to navigate through it as we have trained our minds to get used to the QWERTY format

Bad example

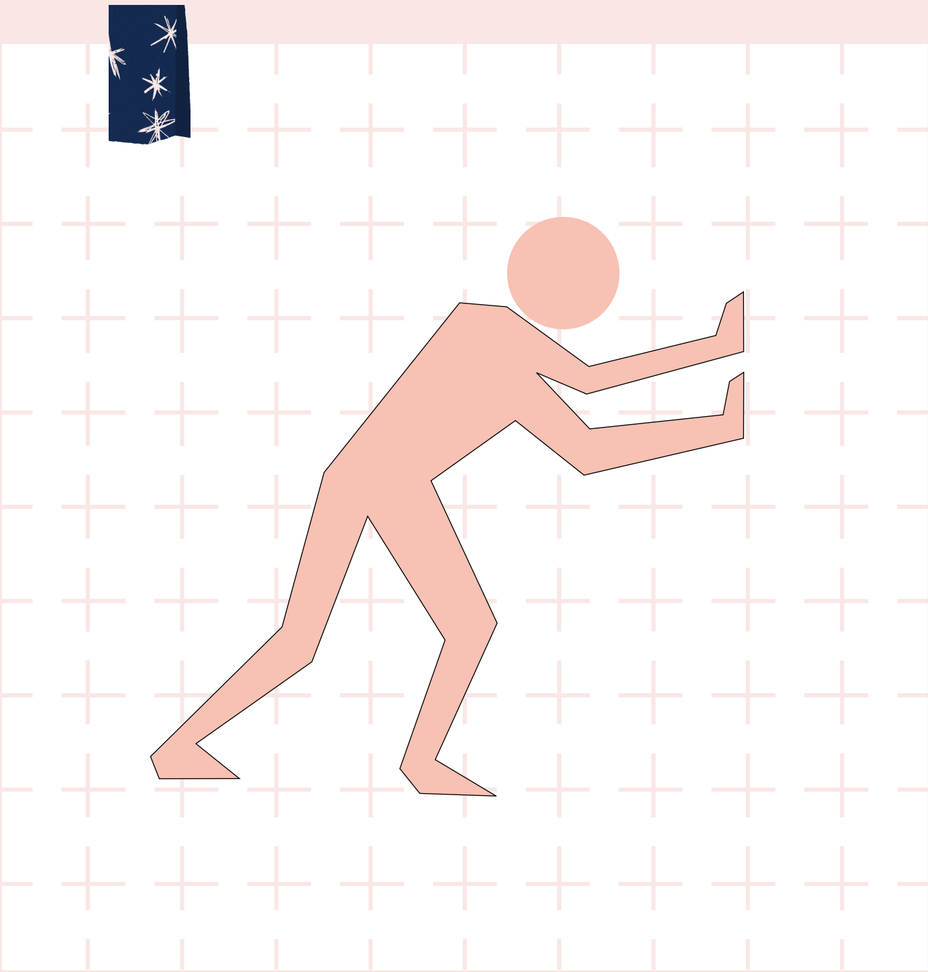


a stove knob without an indication of which burner it controls

It is difficult to figure out which burner is connected to which knob and this is only learnt through trial and error.

Examples of Signifiers

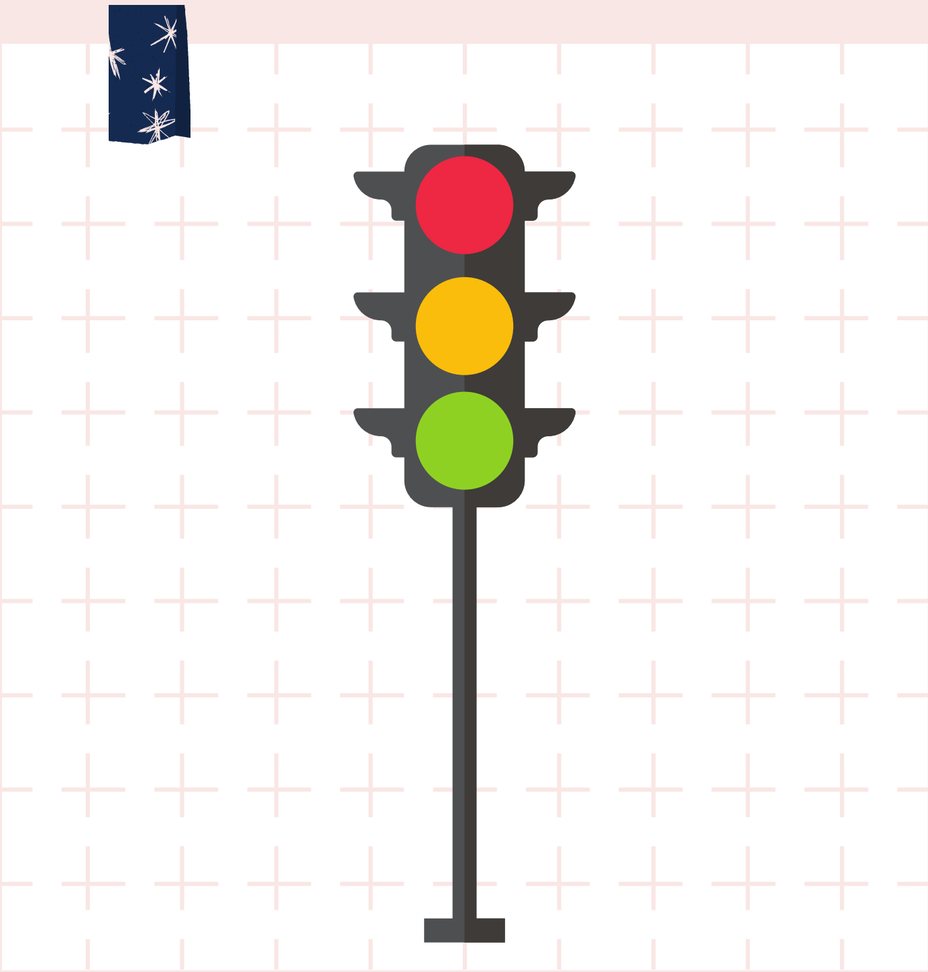
Good example



Push and Pull door

The push and pull are signifiers of how the doors open (even if people ignore it all the time)

Good example



colours of a traffic light

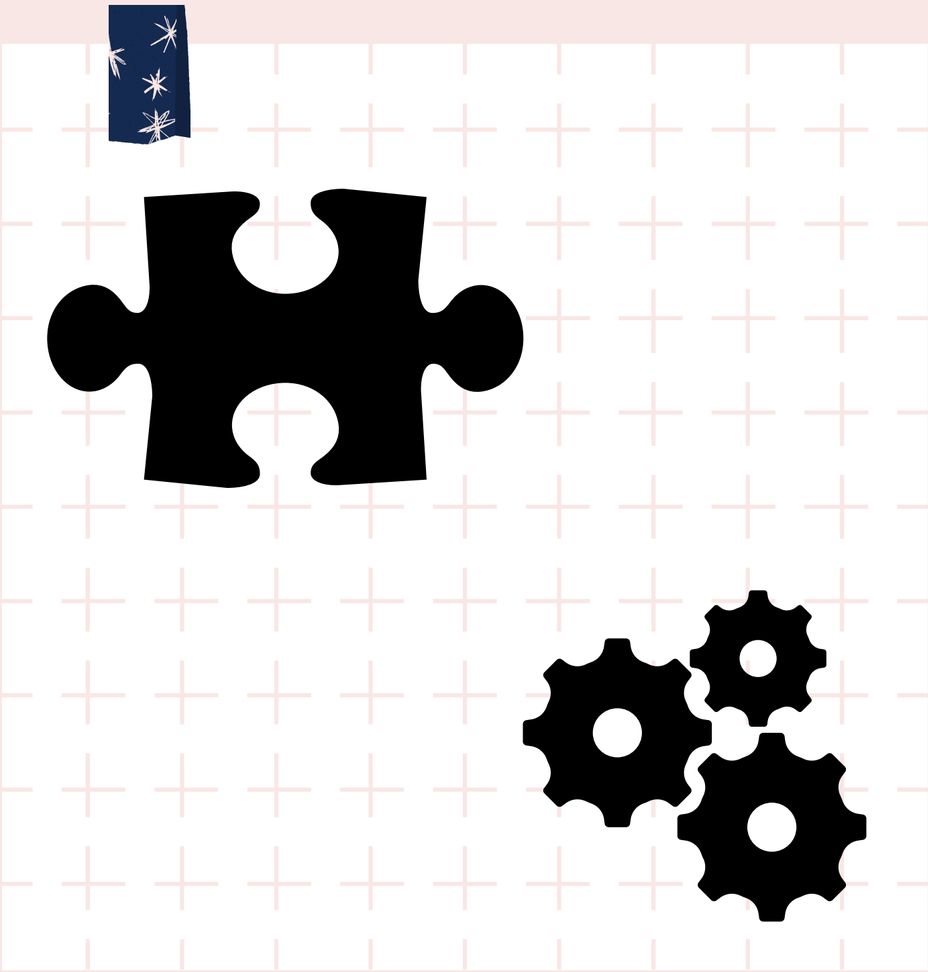
the colours of the traffic light signify whether the vehicle must stop, slow down or go

Bad example

Classroom Fans

No markings on the fan makes it harder for users to undertand which switch is for which fan and leads to time consumption and confusion.

Bad example

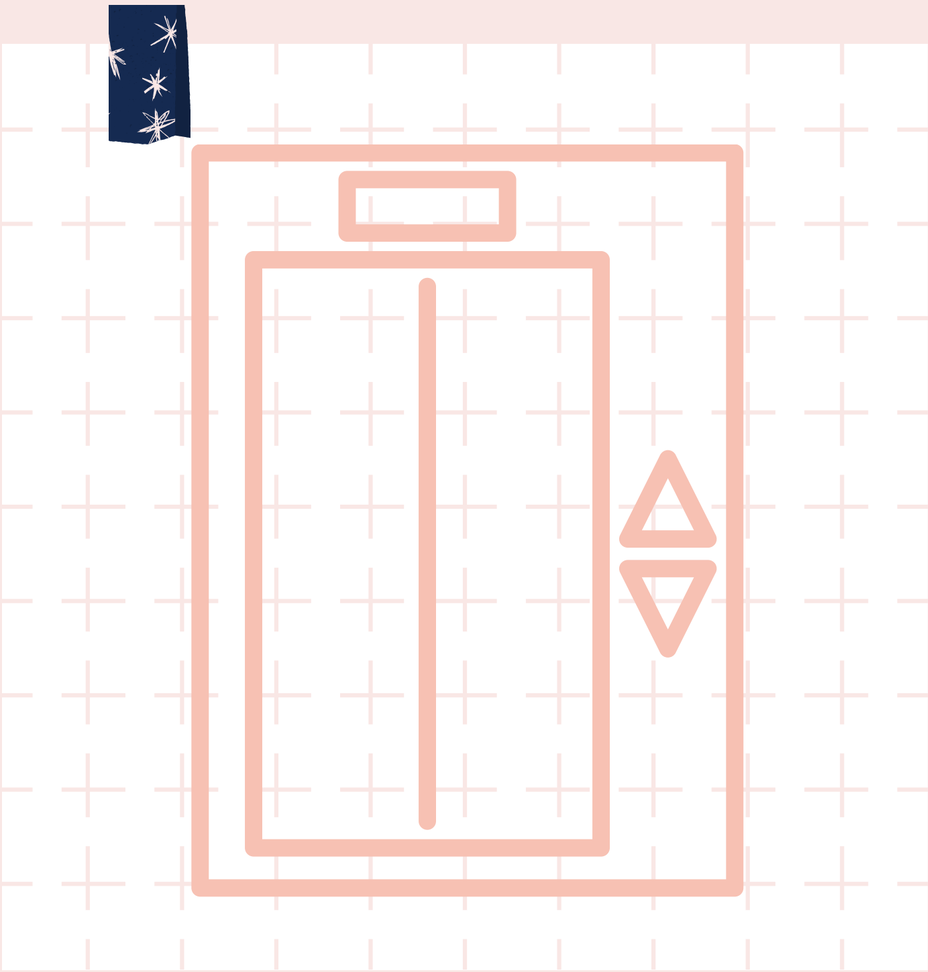


use of non standard icons

Icons that do not conform to common conventions or lack labels may be confusing.
example:
A settings icon that looks like a puzzle piece, but users are used to seeing a gear icon for settings. Without a label or tooltip, users may not understand its purpose.

Examples of Mapping

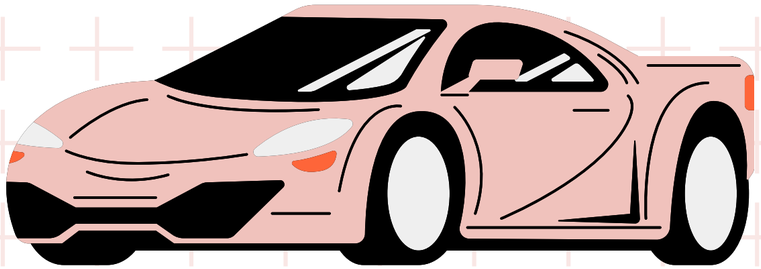
Good example



A lift button

we click on the lift buttons in order to call the lift.

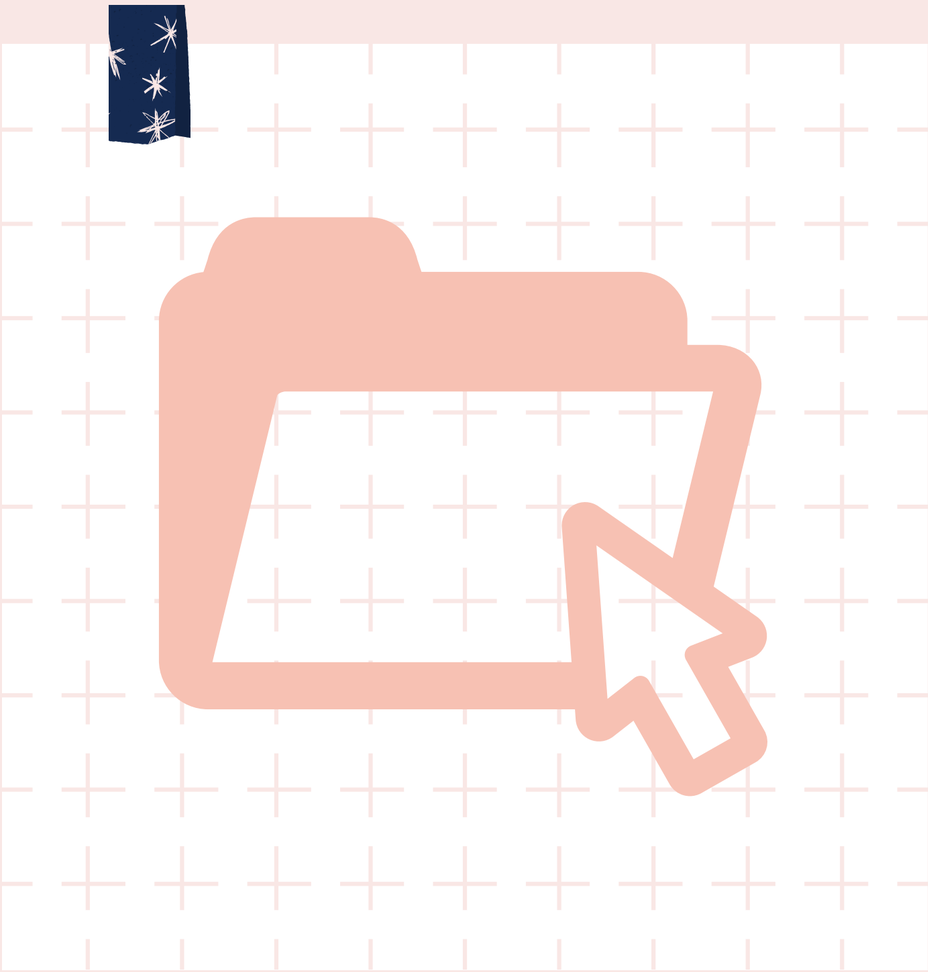
Bad example



the buttons on an automatic car

It is difficult to figure out the controls of the various buttons. It is also placed differently in different cars.

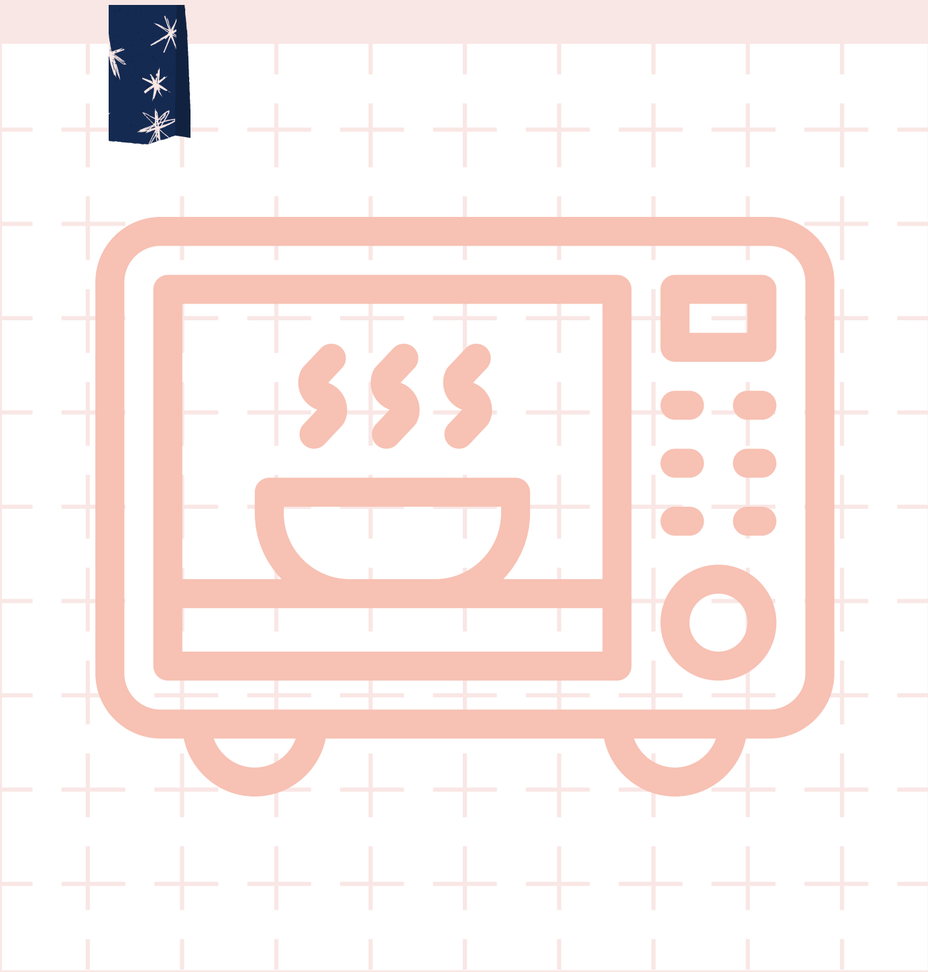
Good example



The drag and drop option

The drag and drop option in computers mimics the physical action of moving an object from one place to another, making it intuitive for users.

Bad example



Microwave

A microwave has so many settings but most households only use it to make popcorn and heat up food. The lack of mapping in the buttons in the device leads to confusion and misuse.