

Principles of Interaction

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Good feedback



Power Card Insertor

When the card is inserted, the Blue light switches on, indicating the interaction has occurred by the user's action



Phone Charging Notification

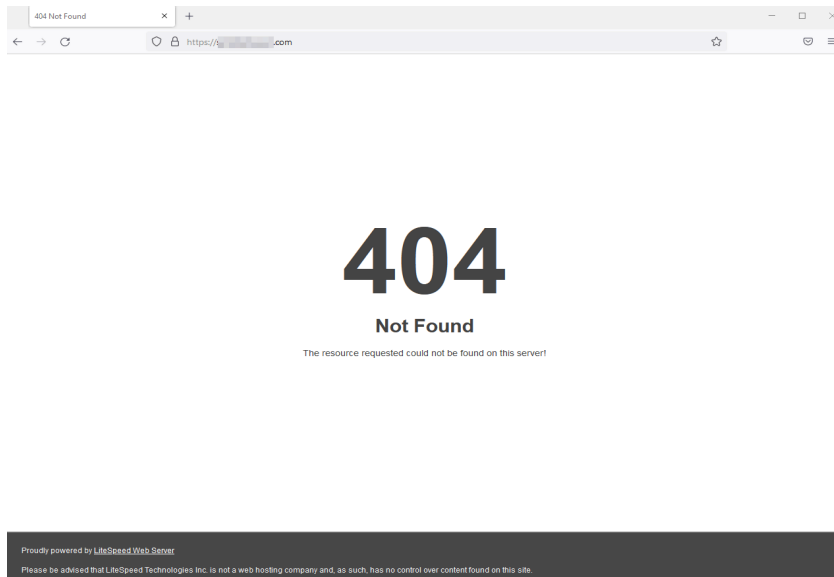
When the phone is plugged in, a battery percentage notifier pops up on the screen, indicating the interaction has occurred by the user's action

Bad feedback

404 Error on GitHub

The 404 Error on GitHub Shows “404 Error : check your HTML Code”. As a user, it is so confusing to navigate why the error occurred. When we were trying to put our files and code on GitHub, for 4 times the same unspecified error message was shown. We had to figure out the error by ourselves.

1. The first time, there was an error in the code itself.
2. The second time, one of the file size was too large so it had to be compressed and put up.
3. The third time, the files were supposed to be dragged and dropped and not merely uploaded.
4. The fourth time, not just the files but the folder containing the file had to be dragged and dropped as well.



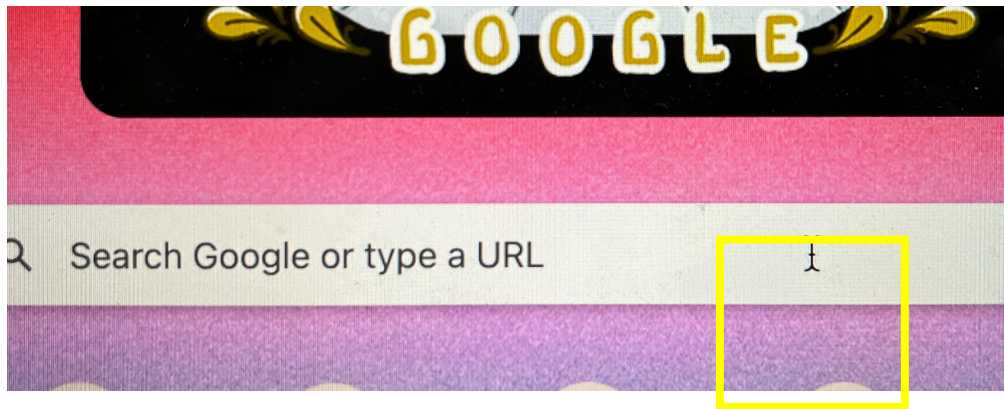
Bad feedback



Remote Batteries

When the batteries die, there is no indicator or feedback to the user whether the battery is working or not, or whether there is any defect in the remote itself. Through a series of trial and error, the user needs to navigate on their own. Hence, Bad Feedback.

Good signifiers



Change in Cursor Icon

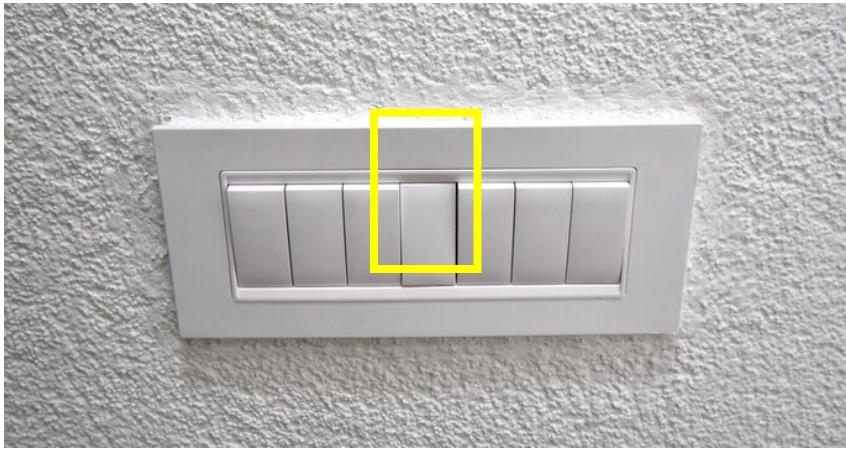
When the cursor is in normal use, it has an arrow icon but when it hovers over a text box across applications like Google, Ppt, etc, the icon changes to an 'I'.



Vacancy Indicator

When the cubicle is in use, it shows a 'red' color sign, whereas when it is empty, it shows 'green' color.

Bad signifiers



Switchboards

Certain switches are empty like the one highlighted above. When the user is interacting with the switchboard, it confuses the user because there is no signifier whether it's a working switch or a redundant one.



Fingerprint Sensor Key

In other devices, whether it be a phone or laptop, there is a rigged surface to indicate that the button or key is a fingerprint sensor. But in Macbooks, the key has no sign, texture or way of signifying that the key is meant for sensing.

Good affordances



Spectacles

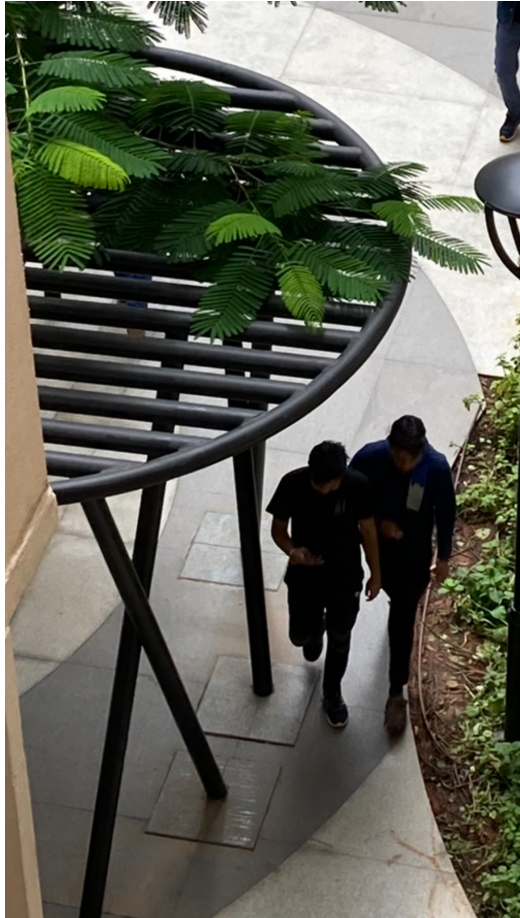
It serves the purpose for what it is meant for. The user is very familiar with how it is to be used.



Drawer Handles

It serves the purpose for what it is meant for. The user is very familiar with how it is to be used.

Bad affordances



Hostel Shade

It doesn't serve any purpose. It appears to be a shade or stand to hold the tree leaves and branches, but it doesn't have any functionality whatsoever, rather it hinders the users' path on a day-to-day basis.

Bad affordances



Hostel Smoke Detector

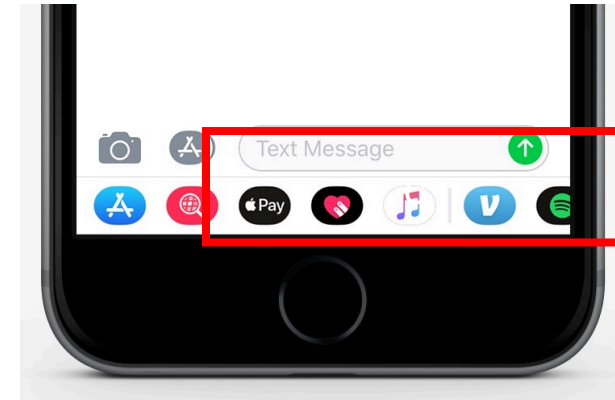
It doesn't serve the purpose for what it is meant for. Even if someone smokes or, smoke enters from an external source from the windows, the detector is so lazy that it forgets to detect the smoke.

Good mapping



Gas Stove

The location of each stove is very clear with respect to its switches.



Spectacles

The location of the Text box in any messaging application is always at the bottom of the interface so that it becomes easier for the user to easily access the textbox.

Bad mapping



Revolving Door

For many users, opening a door shouldn't take 5 minutes of their time to navigate it. Many first-time users get overwhelmed by the revolving nature of the door, hence Bad mapping.

Bad mapping



Location of Tube-lights in Hostel rooms.

It is a good example of Affordance, but the location of the tube light is such that the shelf blocks the light falling on the study table. The light is falling from the same side on the opposite wall.