

# Principles of Interaction



# Elevator

## Mapping

- The buttons on the elevator are an example bad of mapping because one can guide themselves through which floor they want to go on. It is simple and easy and direct to use it but at the same time one who is not aware of the campus settings would find it difficult to know what would be present on what floor





# Vending Machine

## Mapping

- The vending machine has a key pad which helps us chose what item we want based on the number that is assigned to it and what needs to be payed for the item.





# Washroom Signs

## Signifier

- The signs outside the washroom are a good example of the signifier because they clearly state which washroom is assigned to which gender





# Guiding Boards

## Signifier

- The guiding boards are supposed to help us find our way through the college campus but its a bad example because it only has a direction mark on it that points towards a bush and even after we enter the campus if it is someone new they will not be able to navigate themselves





# Earphones

## Feedback

- When I open the earphone case I get to see a line of lights that represents that the earphones are active this helps me understand if the earphones have power or not. Which is a good example of feedback.





# Washroom taps

## Feedback

- There are some washroom taps that function with sensors but they have a very similar looking lever which can confuse a person whether they are taps that function with sensors or a lever. Even when the sensors work we find it very difficult to navigate ourselves on the way they function because most of the times we take several minutes to understand how the sensor works.

