In today’s session we discussed many things, a lot of it being keywords to help understand the assignment better. For instance, we discussed mimetic machines, these are machines that mimic other machines for example a phone mimics multiple machines such as a calculator, clock, camera, etc. in addition to this, a lot of things such as machines like calculators to apps such as dating apps can possibly use the same programming language, but they can still have a different use.

Things to consider in an object are usability, discoverability, affordances, feedback, mental models, information architecture, signifiers and more.

We defined most of these terms and more during the lecture, here is a brief overview of their meanings.

Information architecture - it’s similar to a user journey as it the possible structure/flow/journeys a user can take through the interface. This can usually be represented through a flow diagram and bread crumb navigations on the actual interface. An interface will usually consist of either shallow architecture, a very simple design without many layers (usually only one layer), or deep architecture, a complex design with a multitude of layers.

Discoverability and Understanding – this is the way the interface is designed visually to indicate how the interface is used this is both physically and digitally.

Affordance – this is the relationship between how an object and a user interact this is helped along by the Signifier which communicates the affordance to the user.

Feedback – communicates an action you expect to happen as a consequence of the user’s interaction

Mapping – the relationship between two sets of interfaces. Things such as proximity of interactions can help make things clearer to the user and the action should be correlated to the interaction, e.g., if the steering wheel turns left you expect the car to turn left.

This week also included a reading:

Norman, D.A. (2013) Design of Everyday Things, revised and expanded edition, Cambridge, Mass: MIT Press, pp217-224