Design Qualities in Everyday Objects.

Assignment 1

Mapping
Affordance
Constraint
Feedback

Roy Davis
22106464
CS6021

Good-Mapping example.

Good-Mapping example explanation.

The illustration shows my watch (Titan).
Digital watches were the only challengers to my classic style back then because smart watches were not even on the horizon. While digital watches had an appealing specification of an LED screen light to see the time in the dark or at night, traditional watch enthusiasts had to develop a competitive alternative that is not digital, doesn't drain batteries, and primarily preserves aesthetics while maintianing efficient visual.

It was the use of a glow in the dark material!!

The material present for minute needle and hour needle is enough to get the job done. Sometimes some combinations are hard to visualise, usually when its like eg:- 10:35pm. Its easy to spot 15,30,45,60 using needles, but to **make our life more easier, they gave an additional illuminating strips to other angles of clock numbers as a small line.**
This design preserved the aesthetics very well and provided a very clear, unmistakable display of the time at any time of night or dark scenes.

It served very well for me. I didn’t even had to look twice
since the number references were also illuminated to easily map to the universal classic clock design dimensions.

Bad-Mapping Example.

Bad-Mapping
Example explanation.

Well,Covid times took humanity to a whole new state of living. It was very tough times for all of us, and somethings had to be mandatory to keep an order in the society to control the virus and hand sanitizing was much efficient and still is.

This is a hand sanitizer dispenser at the front entry of my on campus accomodation which is well placed, as anyone who leaves or enters can sanitze in just one click.
But where to click?
I thought it was just me who made a mistake. Well, i asked my friend to casually try it out while we were back from the city centre, **turns out his hands were reached first to the switch and then he knew he made a mistake and pressed the lower carve to get the job done.**

I feel like, this is because of bad mapping.
Mistake can be due to many reasons:

1. It looked like a switch - its big and mostly the first to notice
2. Maybe for this specific model there wasn't much lean angle (to press) or different colour schemes to make it feel like a soap dispenser as we see in toilets.
3. The above scenario can also be possible as the device's installment point is under a shadow of door frame or visually felt like a static box.

Good-Affordance Example.

Good-Affordance
Example explanation.

Well, this very example is something very much common around us. Owners find a lot issue to park and lock their bicycles where they want to. These machines are very small and easy to handle, probably why people choose it to buy.
Day by day, bicycles are much increasing and government is promoting by allocating cycle stands at public or common areas. Still that is not enough, as apartments, small shops etc dont have these stands, owners find clever ways to get the job done.

As you can see in the pictures,

1. **a street light post**
2. **and a tree is used as a place to park the cycle.**

Also, if you look closely, we can see the lock is placed around the items respectively. The idea is to find something long, strong enough, thin enough to accomodate the size of the lock and cycle can easily lean on in a standing position.
Its a good affordance, that humans can easily mske a relationship between the properties of the cycle and things like poles, masts, bench-stands, etc as a way to lock and park their machines safely.

Misleading-Affordance Example.

Misleading-Affordance Example explanation.

Images shows patio of my apartment.

1. A chair and window
2. Food and beverages on the bay

This place has a great view so that friends come here to hangout. Sometimes a lot of friends, and thats where i observed this issue.

We only had 4 proper chairs to sit and enjoy for hours. When more join the party, seating became an issue. They try to find something else and end up sitting at the window side which looks like a window-bay seat.

When one smart person identifies this and sat there, immediately others joined along him. At some point there was 4 of them , maybe due to tireness by standing, all were leaning on to the glass for comfort.

The glass is not that strong, it wasn't meant to stand that load, luckly nothing happend. **The designers may have tried to convey the message of not to sit there by putting a slope to the same**. But it was not easily identifiable maybe due to:

1. The angle we look at it
2. Desperation blinded them
3. The chair bridged the mapping as a place to sit.

(If there was no chair, it may not be mapped as a seating corner)

Also there was another issue, while i was having food with a friend of mine. Its very likely to fall!! (Almost lost my pizza) **looked like a place to set things so that we can sit freely.**

A misleading affordance, it was used as a bench and desk.

Good-Constraint Example.

Good-Constrain
Example explanation.

This example is shot at Thommond village accomodation.
Well, this is a very common constrain design principle all around the world. Clogging of pipes is one issue we will try to avoid at any cost since repairing is an expensive and time consuming job.

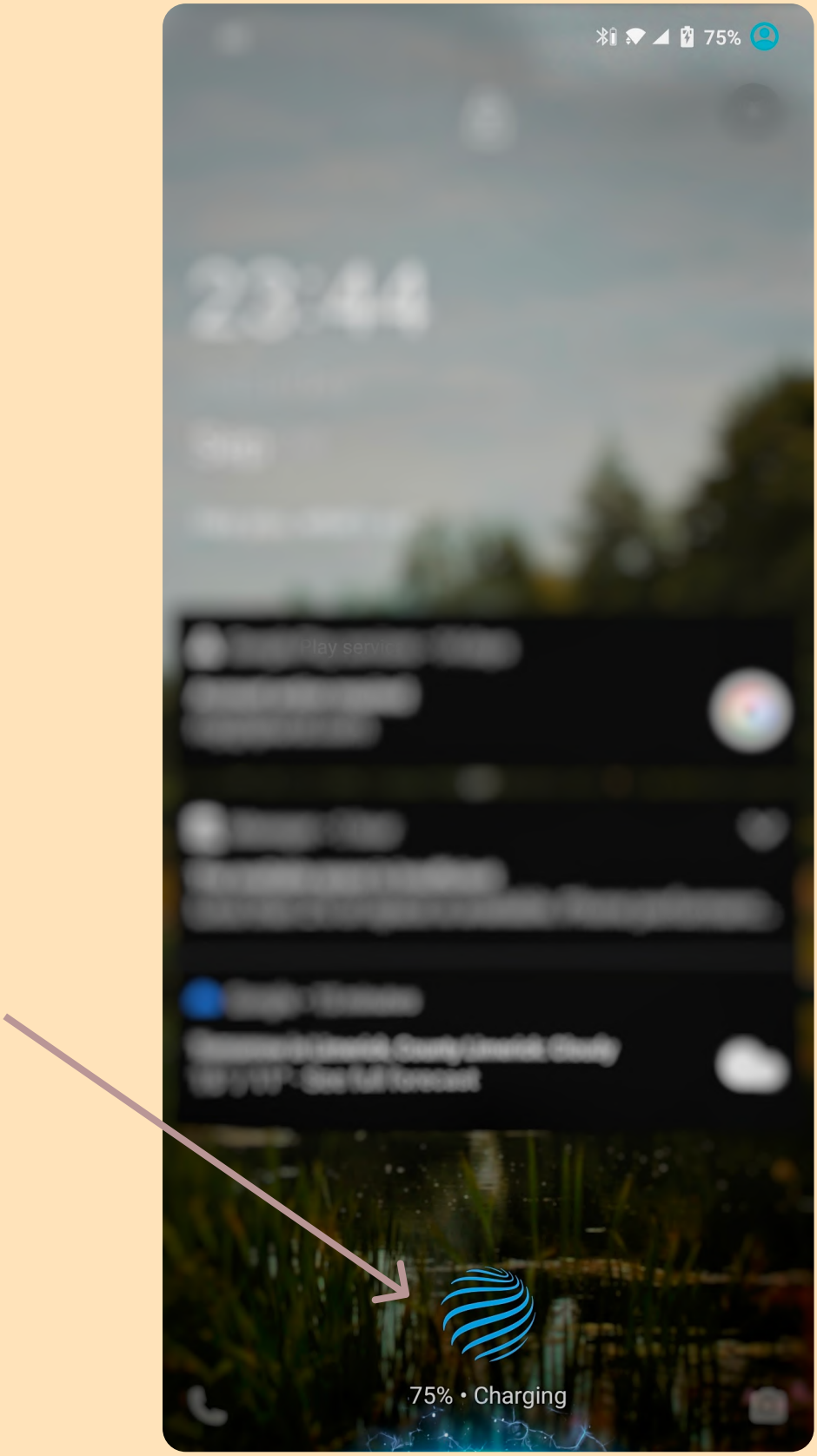
Dividing pipes into segments and connect them with something like as given in the example is a major save to maintainence.
A square non-rustic metal peice is laid at connection points to catch debris coming through open pipes or point of start etc. The metal rails are seperated considering an average size of the waste that might arrive and dont want to pass on. Maintanence keepers can easily clean the debris in a period of time, without any knowledge of the piping functionality or any plumbing knowledge. The handy weight quality also adds to it.The constraint is aesthitically designed and does the job well also.
This helps to control and catch debris efficiently without entering main pipelines that would cause an maintanence headache for managers.

Lack of-Constraint Example.

Lack of-Constraint
Example explanation.

This is the door of my room at my accomodation.
It lacks a very simple thing, which would have saved my time multiple times in a month.
Its a front door stopper!!.
Well here is why...
My room is one of the 4 rooms at my apartment which all of them are aligned in a small hallway that leads to a common living room and kitchen.
Everyone will take turns per week for maintanence.
The tasks is to vaccum clean and mop the common areas.
Vaccum machine has a long wire which is well designed but not easy to collect and reconnect.
Vaccum cleaner will easily cover the entire area in one go but as there is no door holder, **the doors will jam the wires easily and very hard to clean around doors with one hand on door and other hand to handle vaccum along with moving other objects. I need to disconnect , collect the wires without strangling it and reconnect it again to the closest port in the room or hallway or kitchen.**
It goes for the same for mopping, i need help to hold the door still ,to clean around it.
Sometimes i just need to take a glass of water from kitchen, **here multiple times i need to open and close and other roommates need to bear the sound of this.**
This lack of constraint costs me my time and work load.This was a issue for my other roommates too.

Good-Feedback Example.



Good-Feedback
Example explanation.

Something most of us can easily relate.
The picture ois the screenshot of my phone while i connect to my charger.

When we try to connect our phone to charging port via charger cable, there is a good feedback from the phone to confirm the action.
A small vibration, a small notification sound and a quick animation, all of this happens in a quick and cordinated manner , as its very easy for us to know whether charging has started.
This is very positive feedback as it tells us not to look at phone's small battery icon, and conveys its alright for now and there is no issues with electricity or plug points or loose cables.

Everyone mostly wait for this positive feedback before laying the phone down or for next move.

Bad-Feedback Example.

Bad-Feedback
Example explanation.

This is the card check-in system at my accomodation.

1. Picture shows card inserting wrongly
2. The red led indicator(For unauthorized cards)

Its a very well-designed system and also has a error show led indicator light to tell us whether we are choosing the correct card or not.
But this system didn't include a small feedback system in showing which way the card can be inserted so that it works. Card can be inserted by four ways and there is only one correct way.
By practice, i know that its the full white side of the card and not the side with black stripes.
So, it has come down to 1 in 2 ways now.

Well this part, i almost find problem at all the time. Many times i have inserted the wrong side. **If the red led indicator is enabled which could have told me that, thats not the right way to insert because it will get me thinking whether i have done any mistake by not inserting completely as i am a impatient guy most of the time.**

So due this lack of feedback, i will have to try 2 or 3 times to get it right manner many times.