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Signifiers, Mapping, Affordances, and Nonsense: Rev 2

Adobe XD Prototype Demo: Link

Overview

Presented as a "search engine" application but the onboarding warns the user to be careful. They are quickly presented with no clear way of how to proceed and are forced to play around with different elements if they want to figure out what the experience is.

- **Signifiers**
  - Icon - List icon, tap (finger) icon
  - Index - Search (magnifying glass), share icon, flip icon
  - Symbol - Back arrow

- **Affordances**
  - Hidden - list of words not visible until you interact with the search bar, the question mark restarts the experience, affords shaking or rotation
  - False - the search bar is perceived as being able to serve as an input for text which is not the case here, tap icon would suggest you should tap but you actually have to shake the device
  - Perceived - Once the slider is visible the top bar affords sliding which most users understand based on its presentation, back arrow takes user to previous screen

- **Mapping**
  - The process of selecting and adjusting terms is mapped properly, searching is illogical and subverts user expectations, most icons mapped improperly. Mapping of the slider is confusing as it only goes in one direction in increments and then must be selected.

Reactions

People struggled to figure out how to progress but enjoyed playing with it. Became more of a puzzle than I thought it would. Some got stuck after sliding the slider all the way to the left until I suggested they click on it. Everyone at least giggled once they reached the end and thought it was a confusing, but fun experience.