USIBILITY

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HUMAN COMPUTER INTERACTION [A]

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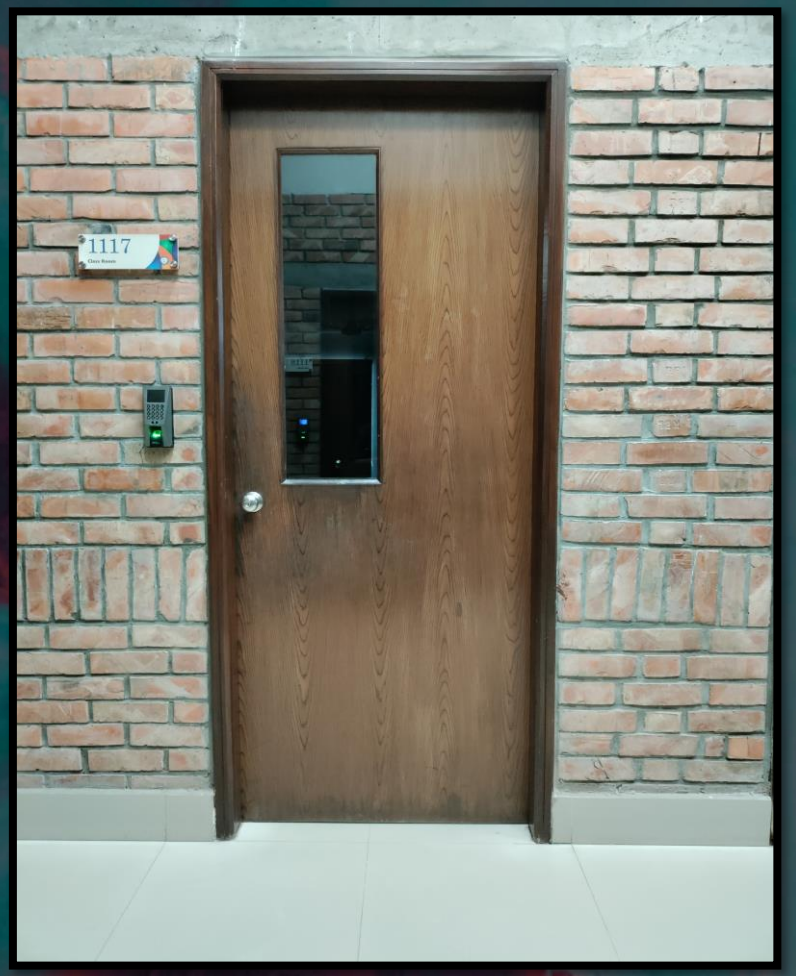
AFFORDANCE

AFFORDANCE

- Affordances provide strong clues to the operation of a thing.
- Perceived and actual properties of a thing, primarily those fundamental properties that determine just how the thing could possibly be used.

AFFORDANCE ISSUE

- In this attached picture, a door that has to be pulled open from inside the room. So, when opening the door, this door takes the same amount of space inside the room to open the door and the person who opens the door has to leave the same amount of space as the door to open the door. So, in case of any disaster like fire and earthquake, when all the people go to the door to get out of this room together, it will be very difficult to open the door under the pressure of people. As a result, many people can be affected and a lot of mishaps can happen



VISIBILITY

VISIBILITY

- Visibility is the basic principle that the more visible an element is, the more likely users will know about them and how to use them. .
- Equally important is the opposite: when something is out of sight, it's difficult to know about and use.

VISIBILITY ISSUE

- In this attached picture, The switch box is totally visible in daylight and we all know how easy is it to use. But at night or in the dark these switch boxes are not visible, so it becomes very difficult to use and turn on /off these switches. Such problems are mainly faced in load shedding. If there is a way to keep the switches visible even in the dark, then it seems that it would be easy for the user to use.

MAPPING

MAPPING

- Relationship between controls and their affects
- Want the mapping to be 'natural'
- Taking advantage of physical analogies and cultural standards.

MAPPING ISSUE

- In the attached picture, The exit sign can be seen on the top but there are no exit point behind this sign. So, I pull the door and see the students playing the indoor game there, the indoor sports zone, which is a really mapping issue problem.

SYSTEM IMAGE

SYSTEM IMAGE

- The visible portion of a device, including the physical design, manuals, and instructions, is called the system image.
- Only through the system image does the designer communicate with the user.

SYSTEM IMAGE ISSUE

- Fire hydrant is a very important equipment all over the world importantly in office, school, college, university etc.
- In this attached picture, the marked object are basic instruction of this equipment. Though the instruction are visible but it's too small and it's not easier for anyone to notice and the meaning of it.

GULF OF EXECUTION & EVALUATION

GULF OF EXECUTION

- How well does the system allow someone to do their intended actions directly.
- Do the affordances provided by the system match the actions intended by the person.

GULF OF EVALUATION

- How well does the system provide a visible state that can be directly perceived and that is interpretable in terms of the intentions and expectations of the user.
- How much effort user must exert to interpret the state of the system and determine how well the expectations and intentions have been met.

GULF OF EXECUTION & EVALUATION ISSUE

- Seeing those button of wash-level, water-level, spin button I thought it's for increasing or decreasing the level but those button is only for increase not for decrease. If the user wants to decrease the level, user need move upper level then its automatically move to 1st level.

THANKS