





100 flashcards to assist in learning universal design principles



100 flashcards tEX Ist in learning universal design principles





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| Confirmation | \$ |







SUBMIT

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FLIP



RANDOM







EXAMPLE: The drop-shadow of this button affords clicking.

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14 seconds

This defines which principle?

A. SYMMETRY

B. RED EFFECT

C. AFFORDANCE

D. PROXIMITY



GREAT! This is affordance.

CONTINUE



OOPS! This is affordance.

CONTINUE



Congratulations!

You scored 9 out of 10 in 1 minute 30 seconds.

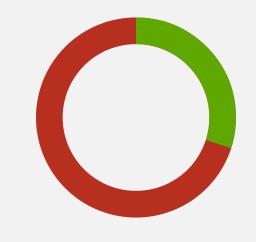


PLAY AGAIN

 \times

Too bad. You'll do better next time.

You scored 3 out of 10 in 1 minute 30 seconds.



PLAY AGAIN





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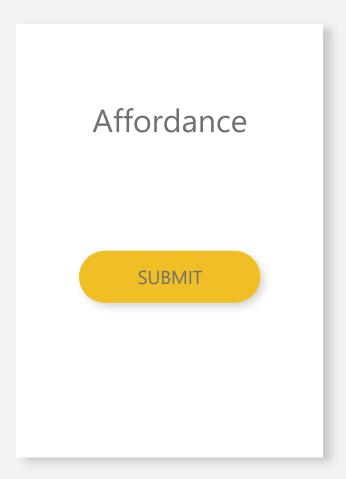
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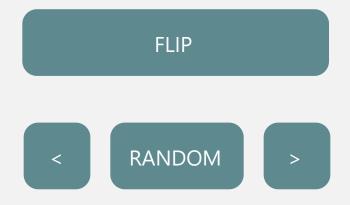
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Browse Cards

| 80/20 Rule |
|----------------------------|
| Accessibility |
| Advance Organizer |
| Affordance |
| Chunking |
| Figure-Ground Relationship |
| Fitt's Law |
| Forgiveness |











EXAMPLE: The drop-shadow of this button affords clicking.

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