**Part 1**

1. **What do these links tell you about yourself and users in general?**

I found that I was able to pick out an object within a busy background. Assuming that other users do not have any serious vision impairment, they would also be able to pick out the objects. I also realized that I was able to piece together an image despite it being split into sections.

1. **What does this game tell you about yourself?**

I was able to pay attention and remember the blocks until a certain point where there were too many blocks to memorize. I was unable to remember the blocks to select after a certain level.

1. **Did you use the Gestalt principles during this game?**

Yes. I used the laws of proximity and closure to memorize the blocks that I have to select.

1. **How can this exercise help you as an interaction designer?**

It can help me understand how humans perceive images and how they are able to remember those images.

1. **How selective was your attention?**

It was very selective because I did not notice the gorilla.

1. **How is this relevant to HCI and Interaction Design?**

This is relevant because it shows that users have selective attention and might not notice other crucial information that may be displayed on the web page.

**Part 2**

1. **What affordances have been created in the design of this camera?**

This camera affords the capture of environments and the pushing the shutter button to release the shutter.

1. **What affordances were used in this UI?**

Affordances used in this UI were buttons such as ‘GO’ and ‘LOG ON’, which makes it obvious that they are buttons that can be clicked.

**What affordances should have been used?**

The affordances is that should have been used is that all clickable words (buttons) are designed to look at buttons, to make the design consistent.

1. **What problems can you see with this old MAC control panel?**

The options to close, minimize, or maximize the panel is not obviously displayed.

**What improvements have been made to the interface below?**

The previously stated options are now added to the panel, making it easier for the users to see and select it.

**What affordances have been added?**

Buttons that clearly show the user the options that they can select.

**Part 3**

1. **Visibility of System Status**

The status of the web page was obvious as the page was able to load.

1. **Match Between System and The Real World**

The match was present as the language used in the pages was easily understood by any user.

1. **User Control and Freedom**

The users were not given the option to undo or redo their selections when navigating between the pages.

1. **Consistency and Standards**

The bullet points and spacing between each selection in the table of contents vary from page to page, with 1 page even containing a link to a page that does not exist. This link was not present on other pages.

1. **Error Prevention**

Users were not given adequate error messages when trying to access pages that did not exist.

1. **Recognition Rather Than Recall**

The memory load on the user was not significant as the options were clearly listed on the page and the page was easy to navigate.

1. **Flexibility and Efficiency of Use**

Both experienced and inexperienced users could easily use the web page as it was simple. However, the web page did not allow users to tailor frequent actions.

1. **Aesthetic and Minimalist Design**

The pages had a very minimalistic design that allowed for easy navigation and prevented confusion. However, the colours for each page were not very aesthetically pleasing.

1. **Help Users Recognize, Diagnose, and Recover From Errors**

Error messages were not present in the web site and the only way users were able to undo the error was to click on the ‘back’ button of the browser.

1. **Help and Documentation**

Help and documentation was not available to the user, possibly making the web site difficult to navigate.