

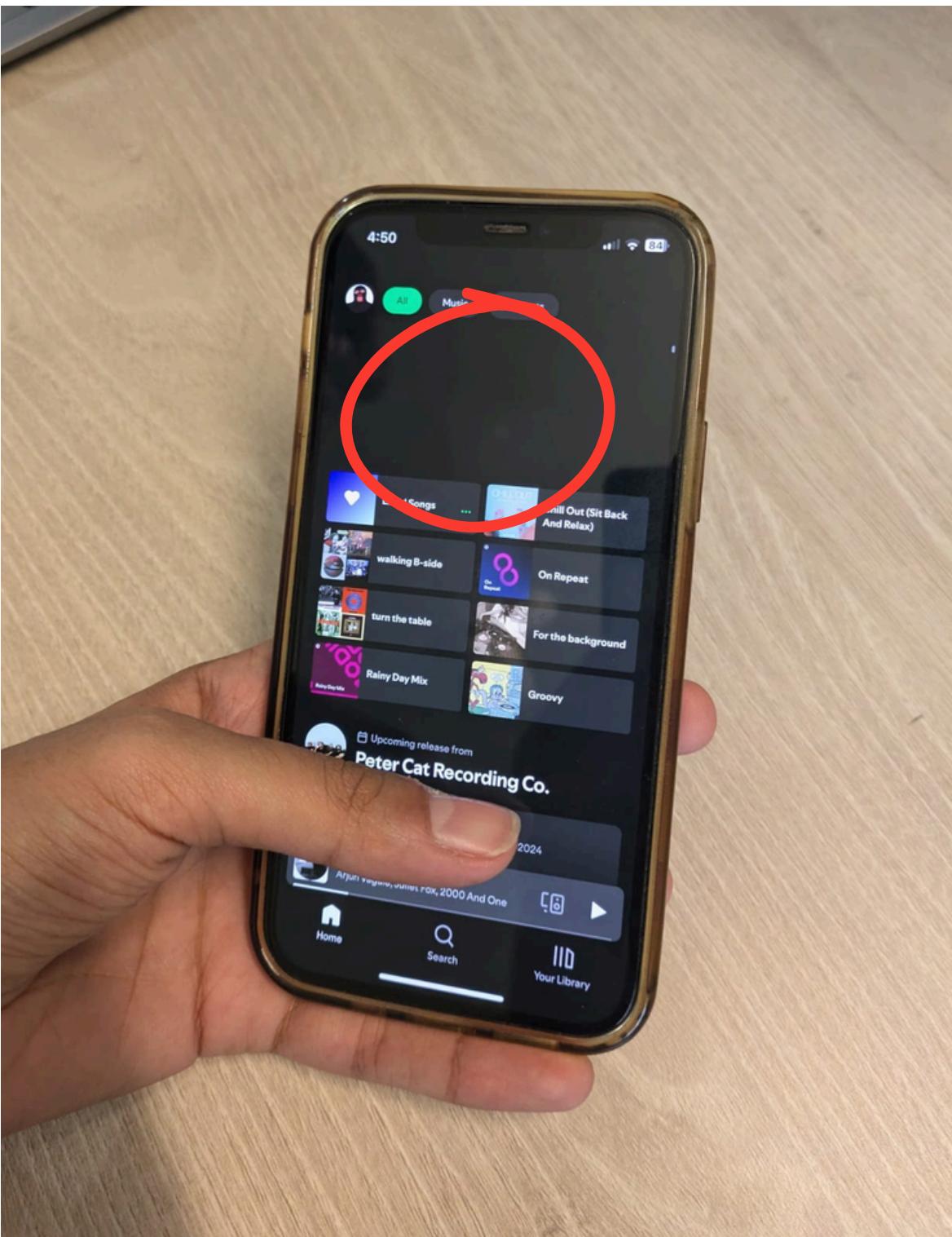
INTERACTION DESIGN

PRINCIPLES OF INTERACTION

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FEEDBACK

Feedback is the information returned to the user about what action has been done and what has been accomplished, allowing the user to understand the result of their interaction.



No refresh option

FEEDBACK

NO REFRESH ON SPOTIFY



When users try to refresh Spotify, there is no option or feedback indicating the action has been performed. This leaves users unsure if the content has been updated, causing frustration and uncertainty. A simple refresh button with visual confirmation would greatly improve the user experience.



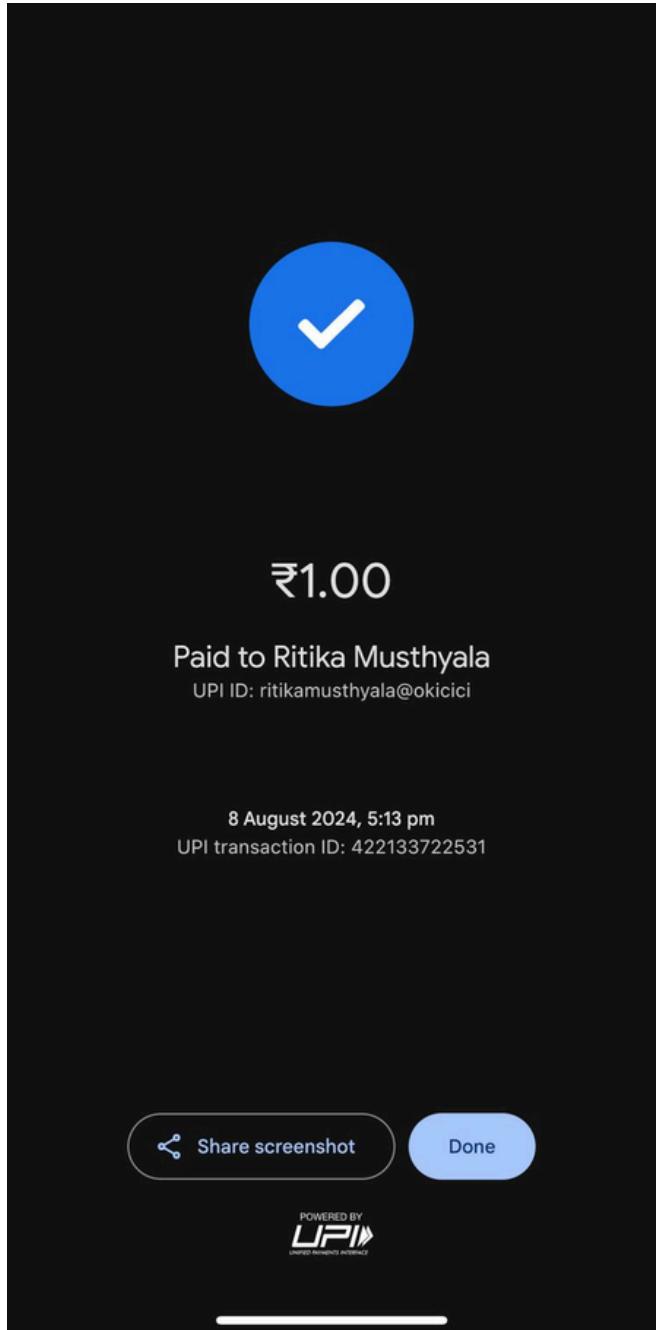
Running tap

FEEDBACK

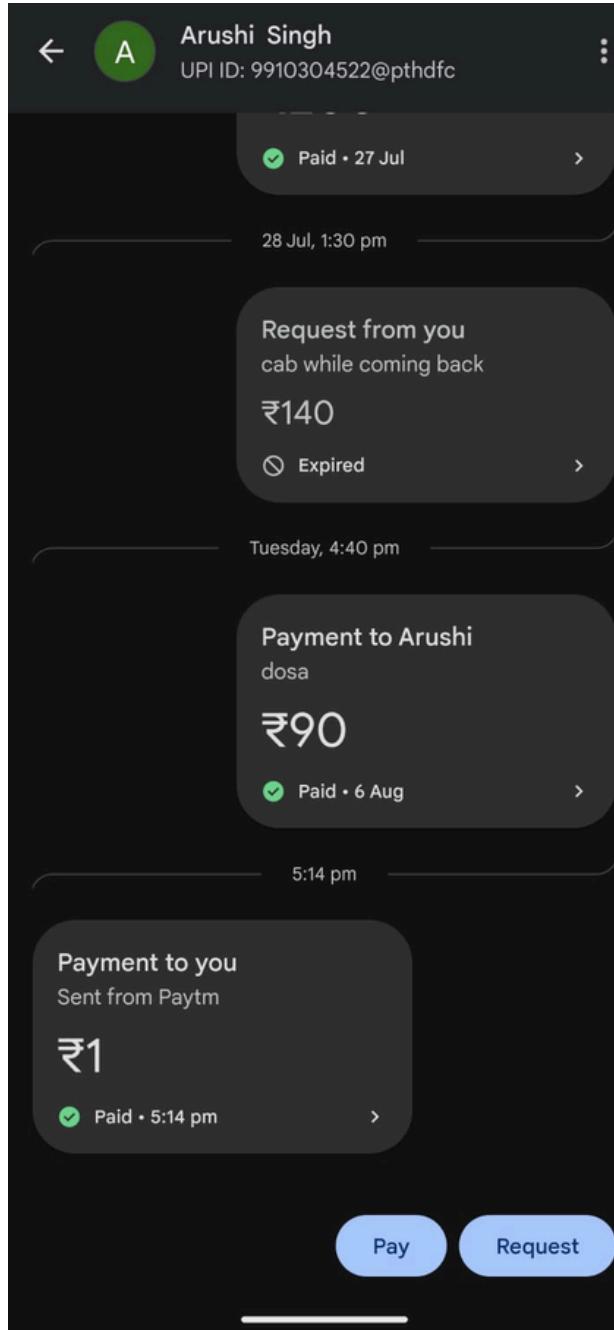
PUSH/PRESS TAPS



A poorly designed tap provides no feedback to indicate when the water flow has stopped, leading to wasted water. Even after the user pushes or presses the tap, the water continues to flow, causing frustration and inefficiency. Clear feedback, such as an immediate stop in water flow when the tap is released, would improve usability and prevent wastage.



Senders phone



Recievers phone

FEEDBACK

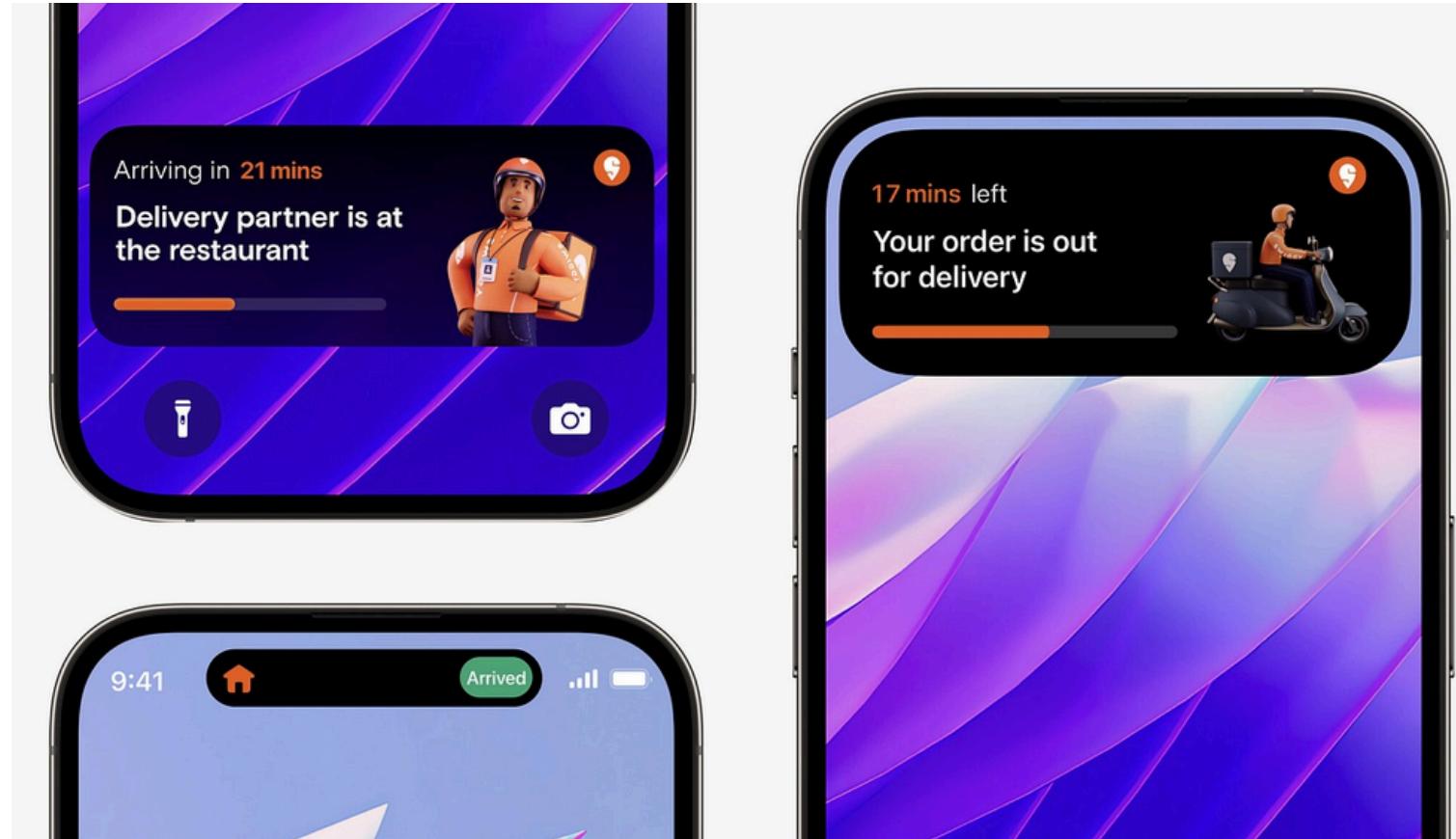
INSTANT NOTIFICATION ON UPI

A well-designed feedback system is exemplified when sending or receiving money through an app, as users receive immediate notifications. This ensures that users are instantly informed about the status of their transactions, providing reassurance and clarity. Such timely feedback enhances trust and confidence in the service, making the process seamless and reliable.



FEEDBACK

SWIGGY LIVE NOTIFICATION

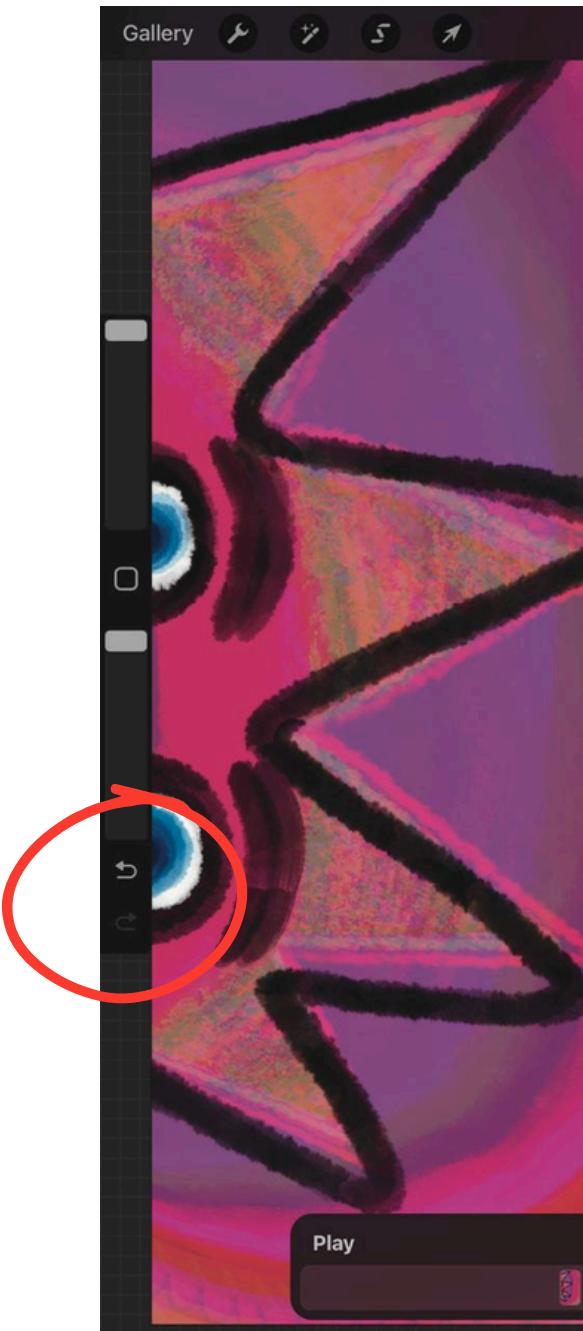


Receiving live notification

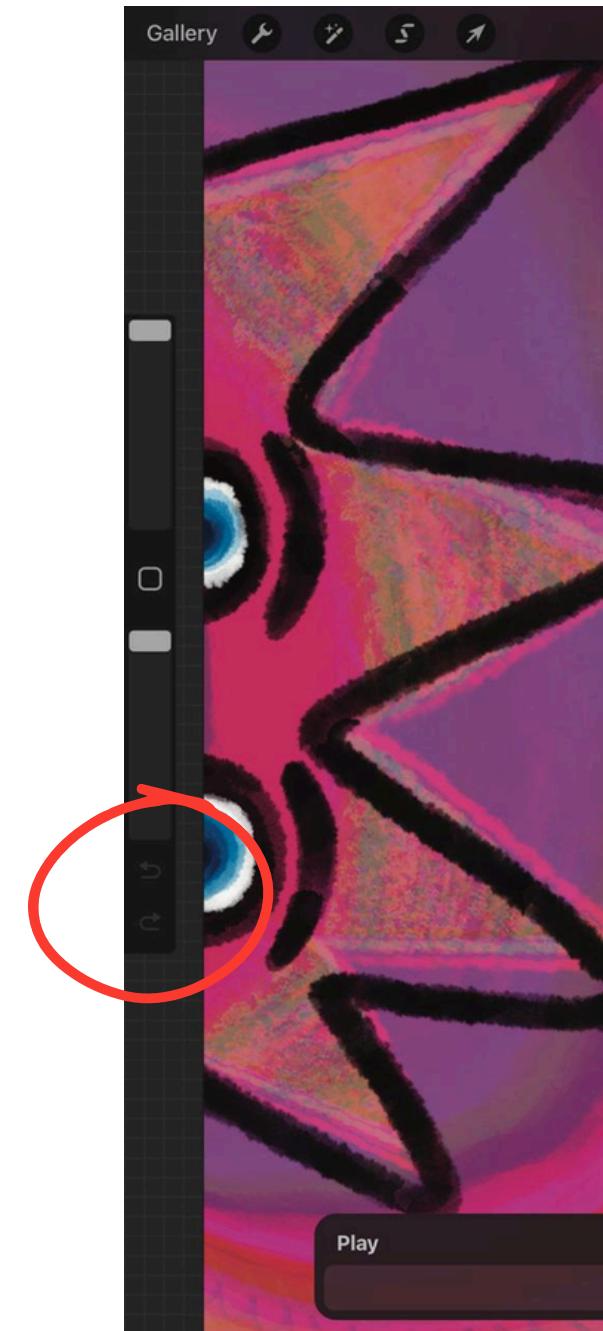
Swiggy provides an excellent example of effective feedback by giving users live updates on their order status without requiring them to open the app. This real-time information keeps users informed about their order's progress, enhancing their experience by providing transparency and reducing uncertainty. This feature ensures that users are always aware of where their order is, adding convenience and trust to the service.

AFFORDANCES

Affordance refers to the properties of an object that indicate how it can be used. It should be obvious to users what actions are possible just by looking at the object.



Undo button being there



No undo button

AFFORDANCES

UNDO BUTTON IN PROCREATE



In Procreate, the inability to undo actions after exiting the drawing screen is a poor design affordance. Users expect to be able to revert changes and correct mistakes easily. However, once they leave the drawing screen, this critical function becomes inaccessible, causing frustration and potentially significant loss of work. An undo option that remains available regardless of screen changes would greatly enhance user experience and workflow continuity.

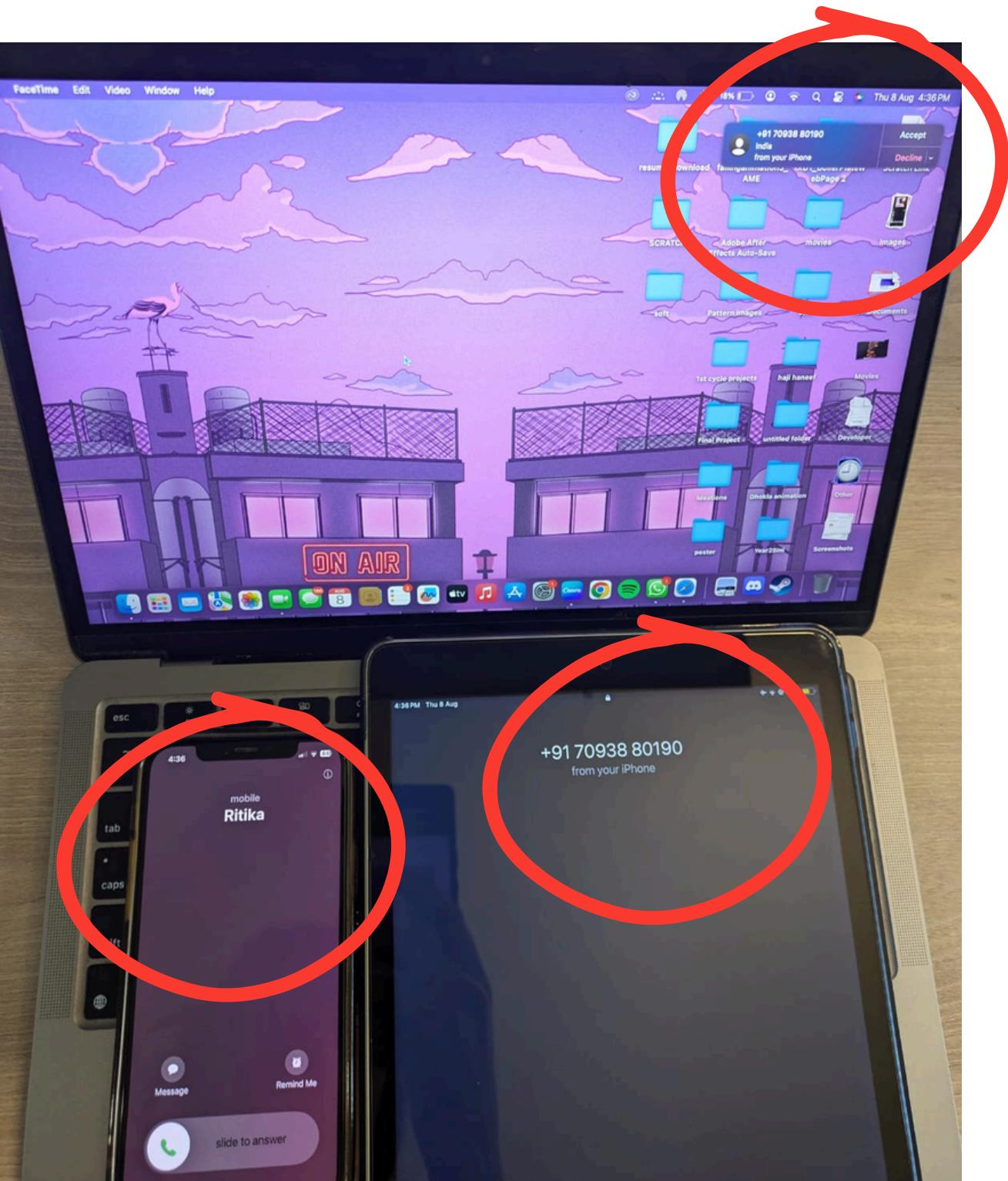
AFFORDANCES

REDMI PHONE CASE



Redmi phone case

The Redmi phone case that comes with the device exemplifies poor design affordance, as it does not fit the screen properly on all four sides and does not protect the screen. This inadequate fit compromises the phone's protection, increasing the risk of damage if dropped. Users expect a phone case to provide full and secure coverage, but this design flaw fails to meet that basic expectation, leading to potential breakage and frustration. A well-fitting case is essential to ensure the phone's safety and durability.



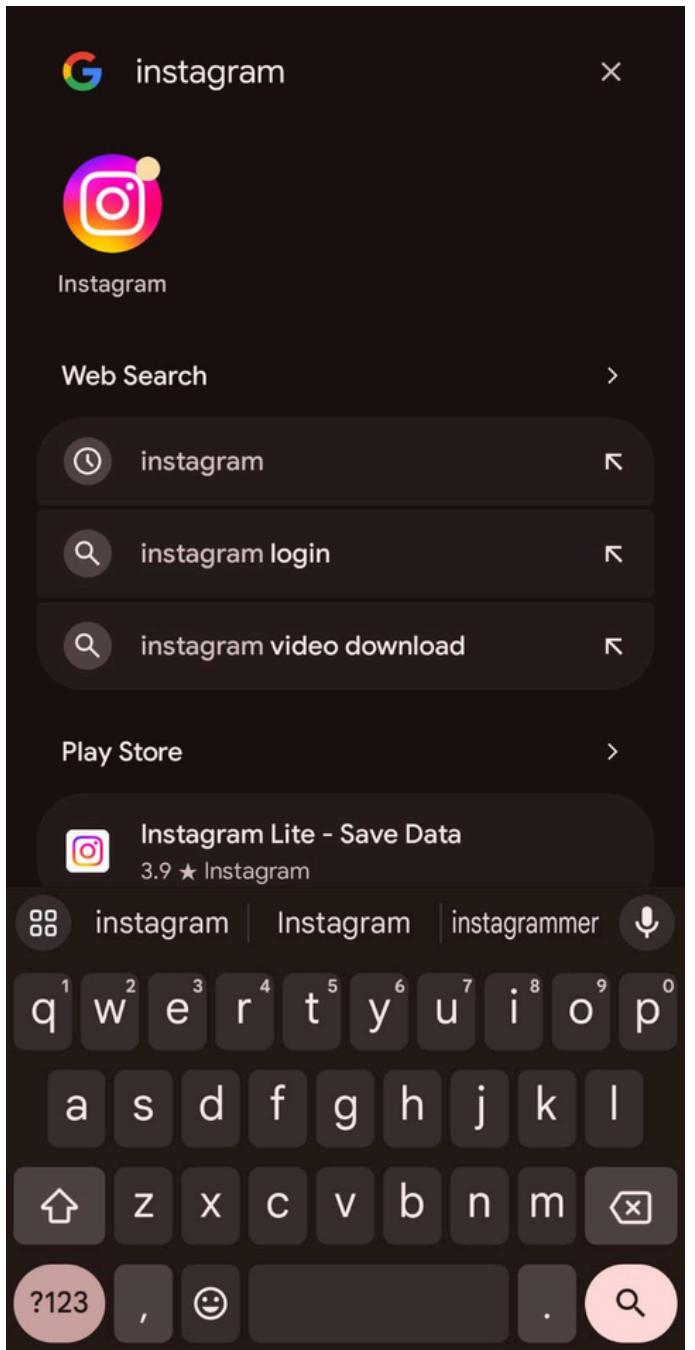
Receiving calls on all apple devices

AFFORDANCES

APPLE ECOSYSTEM FOR CALLS

Apple's ecosystem offers excellent affordance by allowing users to receive calls across all their devices, including iPhone, MacBook, iPad, and Apple Watch. This seamless integration ensures that users can answer calls on the most convenient device, enhancing accessibility and convenience. The intuitive design meets user expectations by providing a consistent and flexible experience, demonstrating a high level of functionality and user-centered design.





Search bar on android phone



Search bar on apple phone

AFFORDANCES

SEARCH BAR FOR APPS



The search bar feature on both Android and Apple phones is an excellent example of good design affordance. It allows users to quickly find and access apps without manually scrolling through screens. This intuitive and easily accessible function streamlines the user experience, making it efficient and hassle-free to locate applications. The design effectively meets user needs by providing a straightforward solution for navigating large collections of apps.

SIGNIFIERS

Signifiers are cues that communicate where actions should take place. They are signals in the physical or digital environment that help guide user actions.

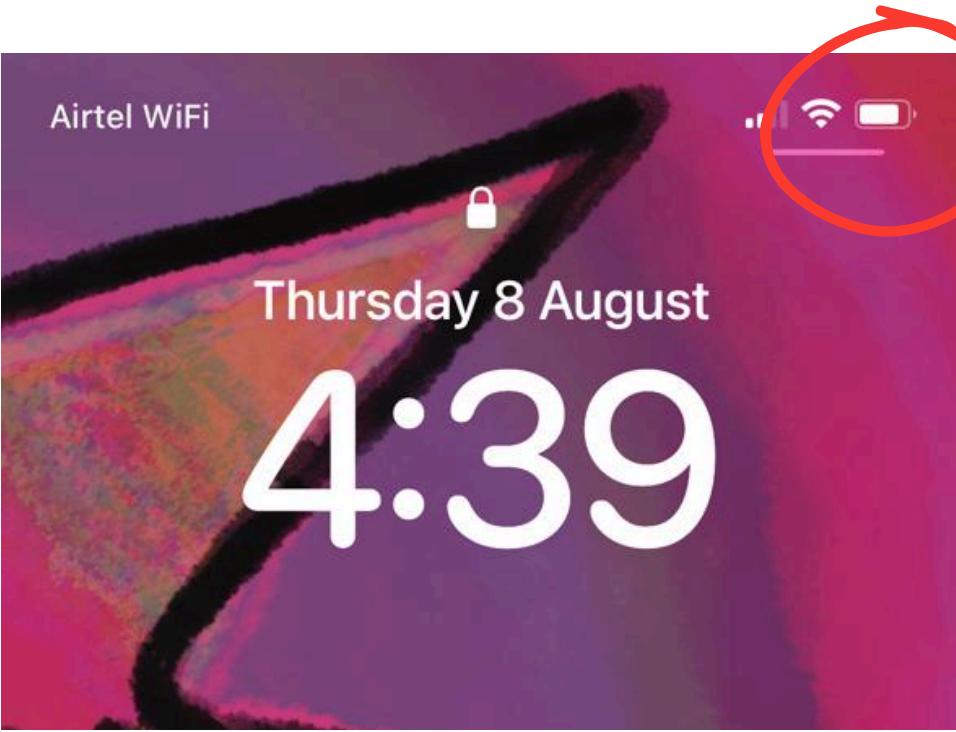


SIGNIFIERS

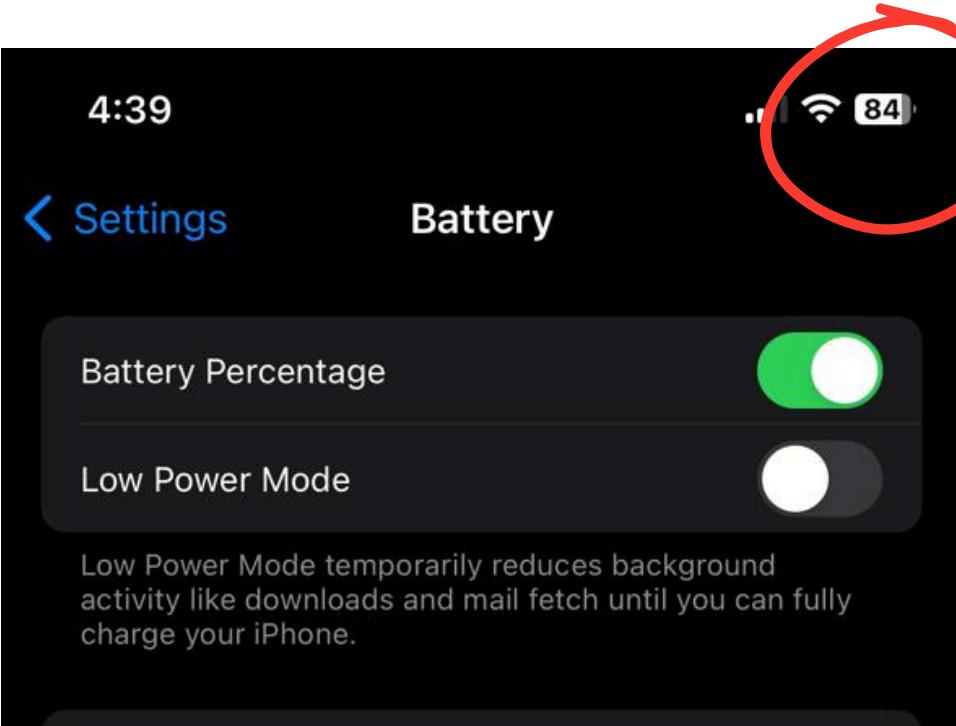
ZARA WEBSITE INTERFACE



The Zara website interface suffers from poor design signifiers, making navigation difficult for users. The barely visible hamburger menu, small text size, and backdrop merging with pictures create a cluttered and confusing experience. These design issues make it challenging for users to find and read important information, significantly diminishing the overall usability and accessibility of the site. Clear and prominent signifiers are essential for guiding users effectively.



Not showing battery percentage



Showing battery percentage

SIGNIFIERS

APPLE BATTERY PERCENTAGE



On a new iPhone, the battery percentage is not displayed by default, requiring users to navigate through settings to enable it. This poor design signifier makes it difficult for users to easily monitor their battery life, causing inconvenience and potential confusion. A more intuitive approach would be to display the battery percentage by default or provide a clear and immediate option to enable it during the initial setup.

SIGNIFIERS

EXIT SIGN



The green running person exit sign is an excellent example of a well-designed signifier. Most people associate the color green with "go,". The silhouette of a person running towards a door clearly symbolises an exit to safety. This universal symbol transcends language barriers, ensuring that it is easily understood by people of all backgrounds. Additionally, images and visuals are processed much faster than text, making this sign highly effective in guiding people to safety quickly.



SIGNIFIERS

SEAT BELT SIGN AND ALARM



The seat belt sign and accompanying alarm in vehicles are prime examples of good design signifiers. When the seat belt is not fastened, a visible light and audible alarm inform passengers to buckle up. This clear and immediate feedback effectively communicates the need to wear a seat belt, enhancing safety by ensuring that passengers are aware of the requirement. The combination of visual and auditory cues makes this signifier highly effective and hard to ignore.

MAPPING

Mapping refers to the relationship between controls and their effects in the world.
Good mapping makes it clear what control influences what outcome.



MAPPING

APPLE MOUSE



The placement of the charging port on the bottom of the Apple Mouse is a clear example of poor mapping. This design choice prevents users from using the mouse while it is charging, causing inconvenience and downtime. An effective design would place the charging port in a location that allows the mouse to remain functional during charging, ensuring continuous usability and a better user experience.



MAPPING

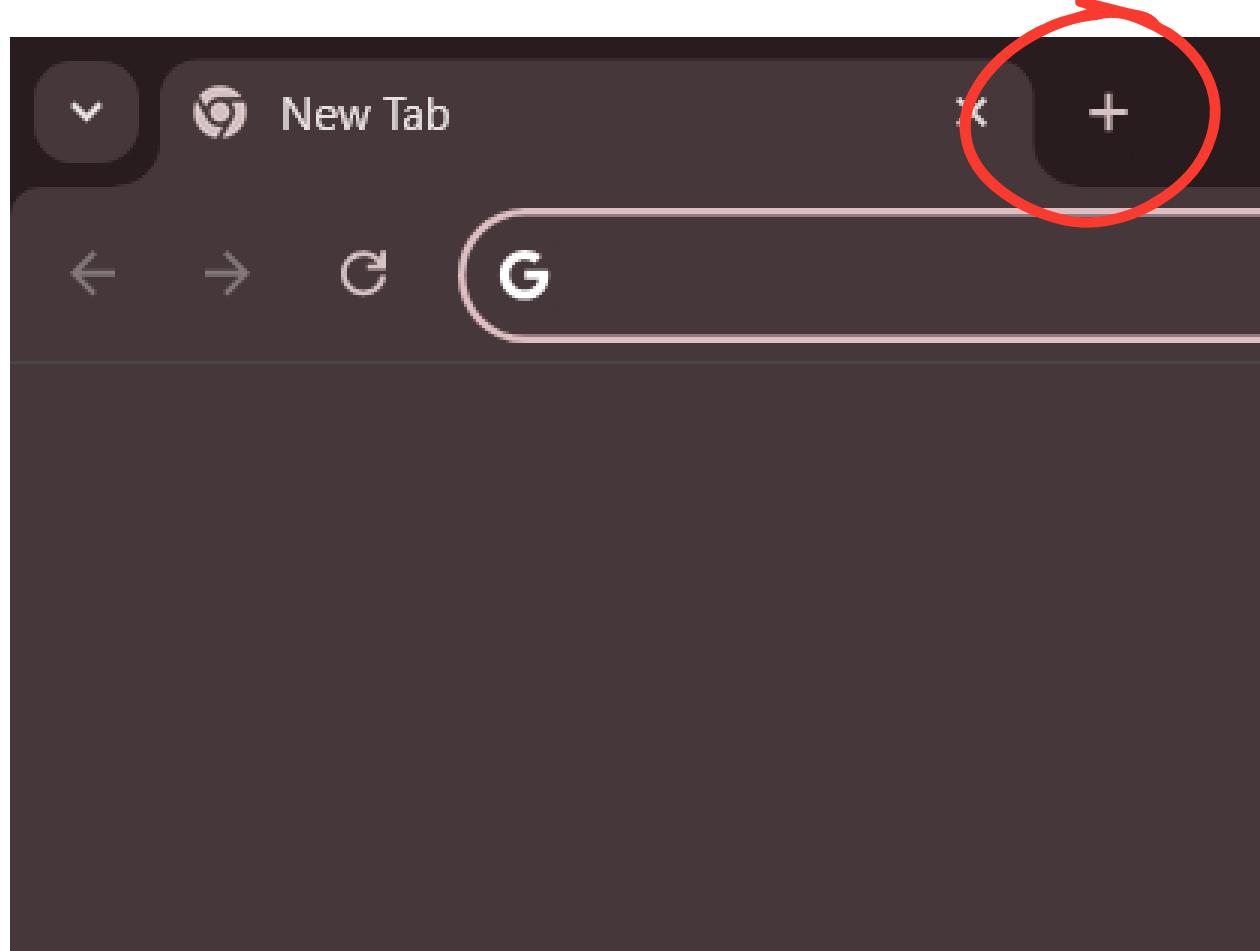
LOST AND FOUND ON CAMPUS



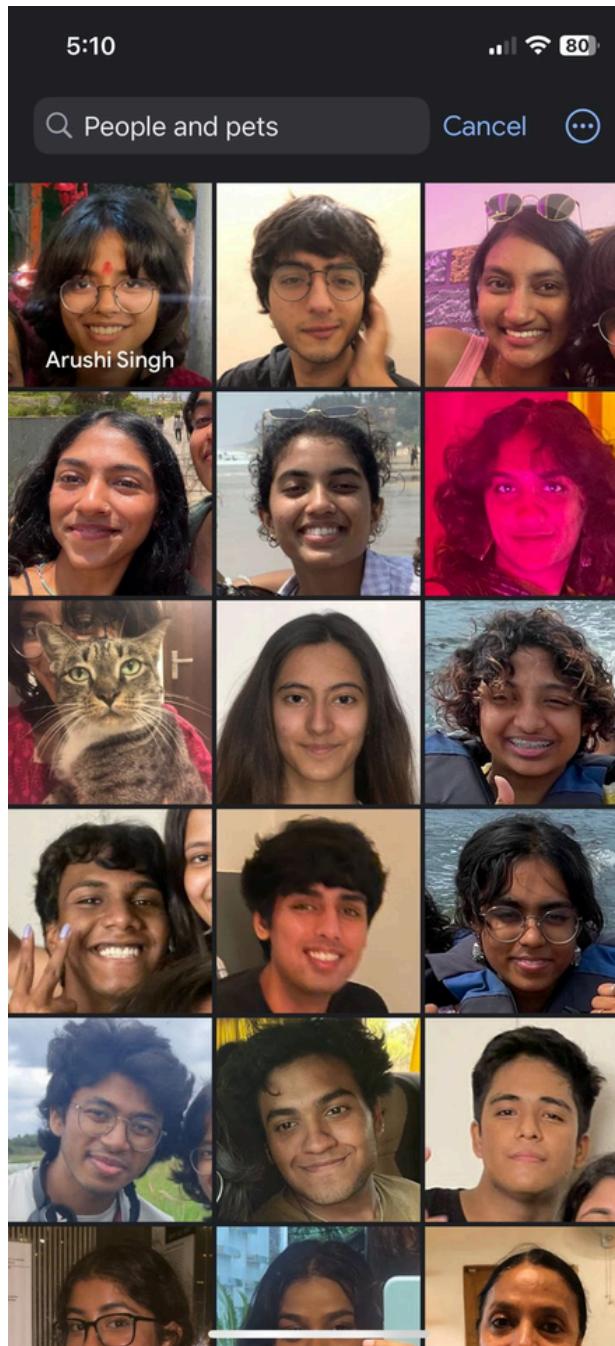
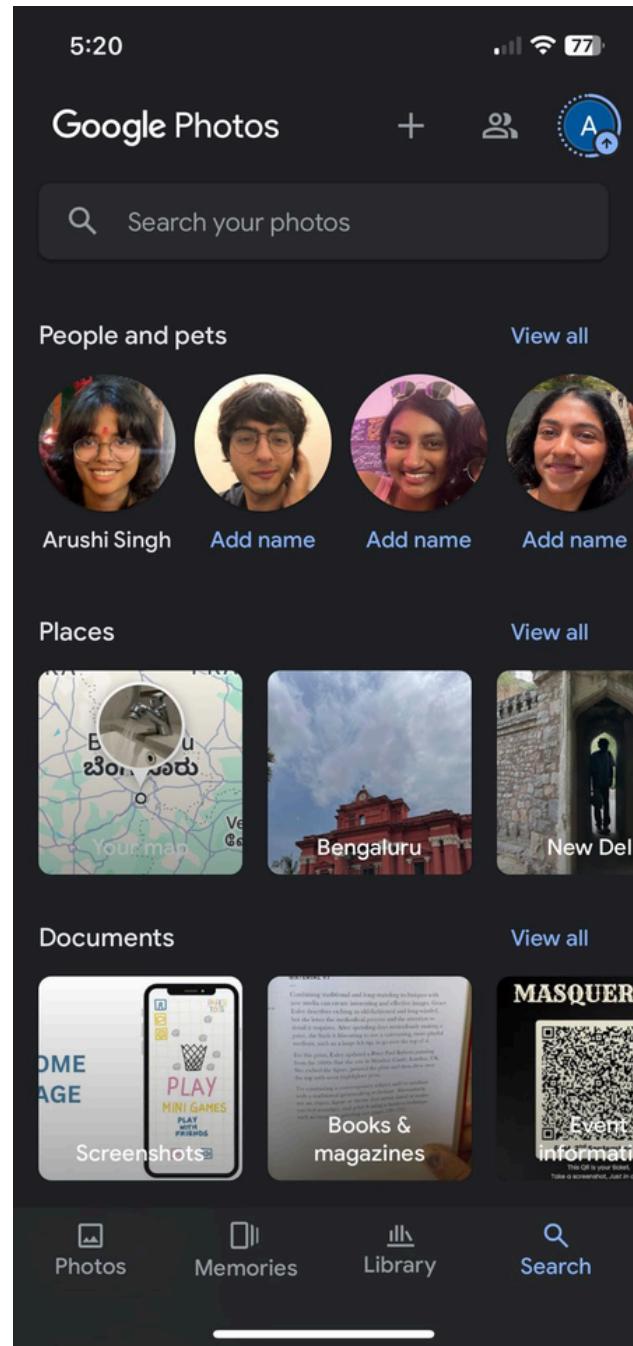
In our college campus, the lack of a centralized location for lost and found items is an example of poor mapping. Students are forced to search multiple locations to recover their belongings, leading to confusion and wasted time. A well-designed system would have a single, clearly marked lost and found area, making it easy for students to find and retrieve their lost items efficiently.

MAPPING

NEW TAB BUTTON



The new tab option in any search engine is a great example of good mapping. When you add a new tab, it appears right next to your current tab, making it easy to find and access. This intuitive placement ensures that users don't have to search for the new tab, streamlining the browsing experience and enhancing overall usability. The logical arrangement of tabs simplifies navigation and improves efficiency.



MAPPING

FIND PEOPLE THROUGH GOOGLE PHOTOS

The "Find People" option in Google Photos is an excellent example of good mapping. This feature organizes all the people in your gallery in one place, making it easy to search for and find specific individuals. By grouping photos based on the people in them, Google Photos simplifies navigation and enhances the user experience, allowing for quick and efficient access to desired images. This logical arrangement significantly improves the usability of the app.

