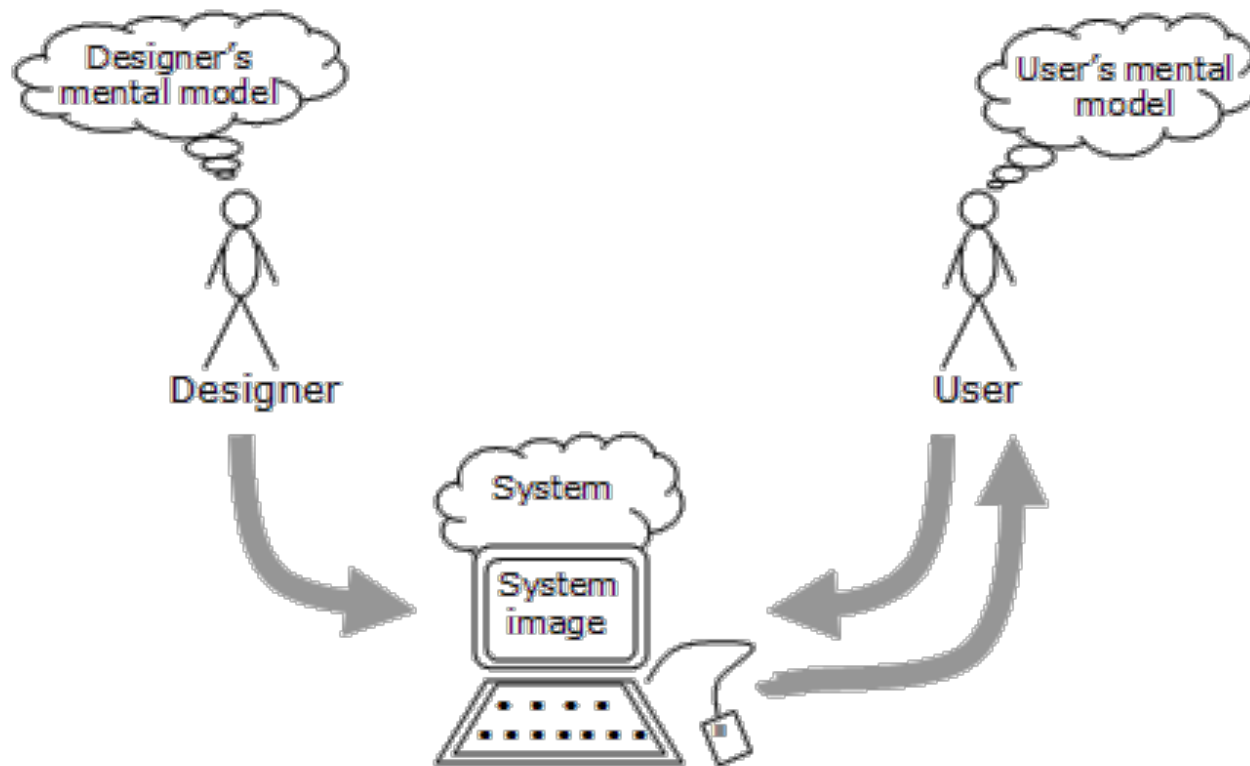# Usability Design

Mapping Between Models
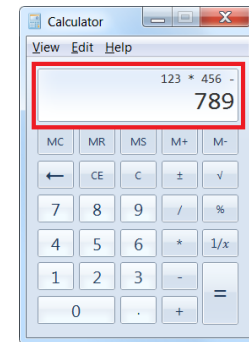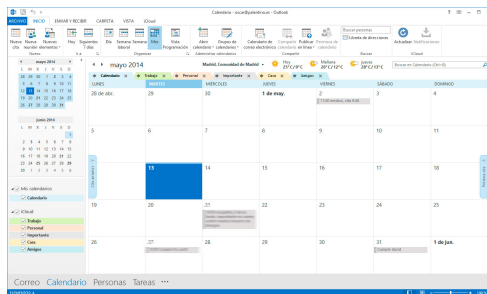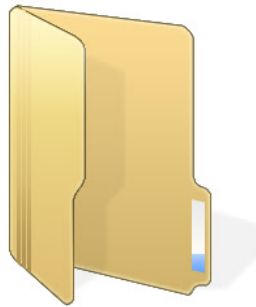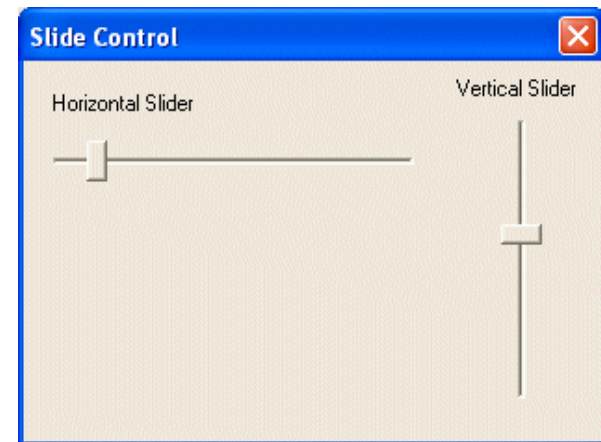
Metaphors

"All the world's a stage, and all the men and women merely players…"
- Shakespeare, *As You Like It*, Act II, Scene VII

Desktop Metaphors
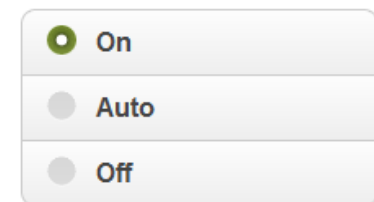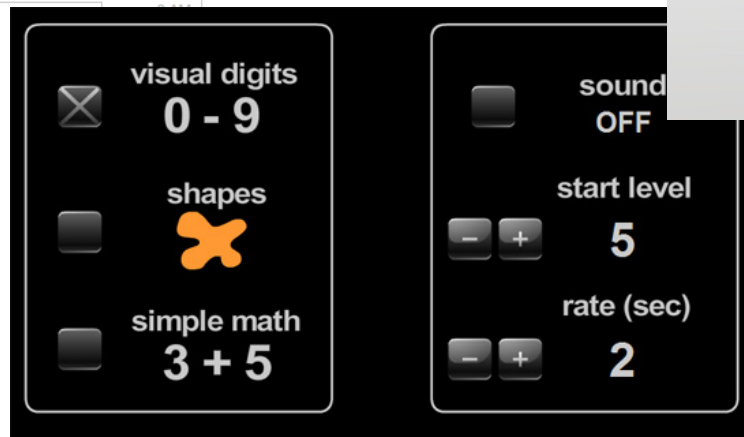
UI Metaphors
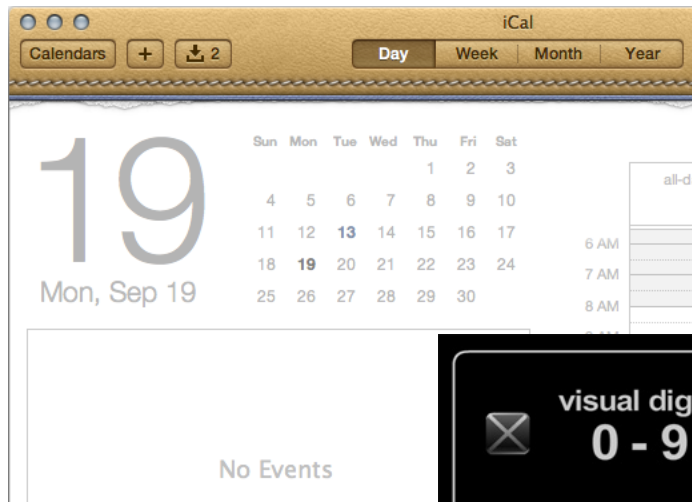
Skeuomorphs

Cognitive Distance

Usability Design

- Activity design

- Information design

- Interaction design
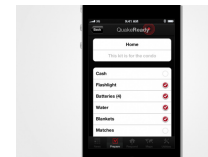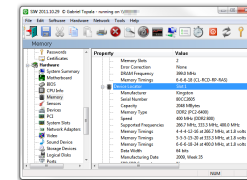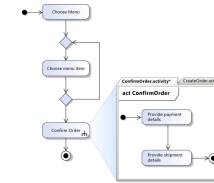
UI Components

- Input controls
- Navigational controls
- Informational components

Next

- Interface mechanisms