

## ATLS 3150 – Norman Discussion

### Rice Cooker:



I use my rice cooker every single day, and I think it's a very good design and device, but I do have some issues I have noticed with it. Mostly, it has to do with the Affordance of the design. There are three buttons on the main screen, "Menu" an up arrow and a down arrow. To change the mode of the rice cooker, the "Menu" button must be pressed, but I initially thought that the arrow keys were used to navigate different modes. I honestly don't think I've ever used the arrow keys except for setting the time on the rice cooker, so there's no other use for them that I can think of. It is also very hard to tell what mode the rice cooker is on, since the arrow pointing to the mode is quite small. I had a hard time telling at first. One thing it does do good on is Feedback. Whenever a button is pressed, there is a small beep. When you start cooking the rice, it plays the tune "Twinkle Twinkle Little Star" to let you know that it's playing. When it's finished rice, it plays another tune that's completely different from the first so you can tell which is which.

### Refrigerator:



My fridge came with my apartment, and for the most part it's good and easy to use. It's designed just like any other fridge. It doesn't have a water dispenser or ice dispenser or anything, and I mostly use it just to keep my food from spoiling, so it does a good job of having a consistent and basic Conceptual Model. One thing I think it lacks is Feedback. Usually, a fridge will make a noise when the door is open, but I've never noticed this fridge having that feedback. I've accidentally left the fridge a tiny bit open, and it's never made any sound to indicate that it was left open, so that's something that is concerning.

Nest Thermometer:



I've used a NEST thermometer before in an old house of mine, and I have some complaints about the design. I think the design lacks Visibility, Mappings, and Affordance. The only thing I think it's Constraints. The thermometer itself only displays the temperature at that moment. When you get close to it, the view changes and you can turn the whole thermometer, since it's like a giant knob, and change the thermometer up and down. But to get to the menu to change it from heating to cooling to eco mode, you must press down on the thermometer. The menu options it displays don't really make sense as to how they connect with one another, so that's an issue with the Mapping, and it's confusing as to the difference between Eco mode and heating/cooling mode and all the other options that are available. The thermometer gives Feedback, though and it makes little clicks every time you turn the knob, and it also the Constraints are good since it only has the most common temperature options on the menu pop up first. Overall, though, I'm not a huge fan of the design, and I can't even connect my phone to the thermometer to change the temperature from my phone.

## Bathroom Sink:



My biggest issue with my sink is the Mapping. Usually on a sink there are little colour indicators to let people know what will make hot water come out and what will make cold water come out. On my sink in the kitchen there are, but there aren't these options on my bathroom sink, so I always forget which way cold and which way hot is, and any guests that come over are confused as well. The Affordance and Constraints are good, though, since there is only really one purpose for a sink, and two options for water temperature.