

DESIGNER	MENTOR
I'm frustrated; people aren't using our application properly.	Can you tell me about it?
The screen shows the restaurant that we recommend. It matches their preferences, and their friends like it as well. If they want to see other recommendations, all they have to do is swipe left or right. To learn more about a place, just swipe up for a menu or down to see if any friends are there now. People seem to find the other recommendations, but not the menus or their friends? I don't understand.	Why do you think this might be?
I don't know. Should I add some affordances? Suppose I put an arrow on each edge and add a label saying what they do.	That is very nice. But why do you call these affordances? They could already do the actions. Weren't the affordances already there?
Yes, you have a point. But the affordances weren't visible. I made them visible.	Very true. You added a signal of what to do.
Yes, isn't that what I said?	Not quite—you called them affordances even though they afford nothing new: they signify what to do and where to do it. So call them by their right name: " <i>signifiers</i> ."
Oh, I see. But then why do designers care about affordances? Perhaps we should focus our attention on signifiers.	You speak wisely. Communication is a key to good design. And a key to communication is the signifier.
Oh. Now I understand my confusion. Yes, a signifier is what signifies. It is a sign. Now it seems perfectly obvious.	Profound ideas are always obvious once they are understood.

MAPPING

Mapping is a technical term, borrowed from mathematics, meaning the relationship between the elements of two sets of things. Suppose there are many lights in the ceiling of a classroom or auditorium and a row of light switches on the wall at the front of the



FIGURE 1.6. Signifiers on a Touch Screen. The arrows and icons are signifiers: they provide signals about the permissible operations for this restaurant guide. Swiping left or right brings up new restaurant recommendations. Swiping up reveals the menu for the restaurant being displayed; swiping down, friends who recommend the restaurant.

room. The mapping of switches to lights specifies which switch controls which light.

Mapping is an important concept in the design and layout of controls and displays. When the mapping uses spatial correspondence between the layout of the controls and the devices being controlled, it is easy to determine how to use them. In steering a car, we rotate the steering wheel clockwise to cause the car to turn right: the top of the wheel moves in the same direction as the car. Note that other choices could have been made. In early cars, steering was controlled by a variety of devices, including tillers, handlebars, and reins. Today, some vehicles use joysticks, much as in a computer game. In cars that used tillers, steering was done much as one steers a boat: move the tiller to the left to turn to the right. Tractors, construction equipment such as bulldozers and cranes, and military tanks that have tracks instead of wheels use separate controls for the speed and direction of each track: to turn right, the left track is increased in speed, while the right track is slowed or even reversed. This is also how a wheelchair is steered.

All of these mappings for the control of vehicles work because each has a compelling conceptual model of how the operation of the control affects the vehicle. Thus, if we speed up the left wheel of a wheelchair while stopping the right wheel, it is easy to imagine the chair's pivoting on the right wheel, circling to the right. In

a small boat, we can understand the tiller by realizing that pushing the tiller to the left causes the ship's rudder to move to the right and the resulting force of the water on the rudder slows down the right side of the boat, so that the boat rotates to the right. It doesn't matter whether these conceptual models are accurate: what matters is that they provide a clear way of remembering and understanding the mappings. The relationship between a control and its results is easiest to learn wherever there is an understandable mapping between the controls, the actions, and the intended result.

Natural mapping, by which I mean taking advantage of spatial analogies, leads to immediate understanding. For example, to move an object up, move the control up. To make it easy to determine which control works which light in a large room or auditorium, arrange the controls in the same pattern as the lights. Some natural mappings are cultural or biological, as in the universal standard that moving the hand up signifies more, moving it down signifies less, which is why it is appropriate to use vertical position to represent intensity or amount. Other natural mappings follow from the principles of perception and allow for the natural grouping or patterning of controls and feedback. Groupings and proximity are important principles from Gestalt psychology that can be used to map controls to function: related controls should be grouped together. Controls should be close to the item being controlled.

Note that there are many mappings that feel "natural" but in fact are specific to a particular culture: what is natural for one culture is not necessarily natural for another. In Chapter 3, I discuss how



FIGURE 1.7. Good Mapping: Automobile Seat Adjustment Control. This is an excellent example of natural mapping. The control is in the shape of the seat itself: the mapping is straightforward. To move the front edge of the seat higher, lift up on the front part of the button. To make the seat back recline, move the button back. The same principle could be applied to much more common objects. This particular control is from Mercedes-Benz, but this form of mapping is now used by many automobile companies. (Photograph by the author.)

different cultures view time, which has important implications for some kinds of mappings.

A device is easy to use when the set of possible actions is visible, when the controls and displays exploit natural mappings. The principles are simple but rarely incorporated into design. Good design takes care, planning, thought, and an understanding of how people behave.

FEEDBACK

Ever watch people at an elevator repeatedly push the Up button, or repeatedly push the pedestrian button at a street crossing? Ever drive to a traffic intersection and wait an inordinate amount of time for the signals to change, wondering all the time whether the detection circuits noticed your vehicle (a common problem with bicycles)? What is missing in all these cases is feedback: some way of letting you know that the system is working on your request.

Feedback—communicating the results of an action—is a well-known concept from the science of control and information theory. Imagine trying to hit a target with a ball when you cannot see the target. Even as simple a task as picking up a glass with the hand requires feedback to aim the hand properly, to grasp the glass, and to lift it. A misplaced hand will spill the contents, too hard a grip will break the glass, and too weak a grip will allow it to fall. The human nervous system is equipped with numerous feedback mechanisms, including visual, auditory, and touch sensors, as well as vestibular and proprioceptive systems that monitor body position and muscle and limb movements. Given the importance of feedback, it is amazing how many products ignore it.

Feedback must be immediate: even a delay of a tenth of a second can be disconcerting. If the delay is too long, people often give up, going off to do other activities. This is annoying to the people, but it can also be wasteful of resources when the system spends considerable time and effort to satisfy the request, only to find that the intended recipient is no longer there. Feedback must also be informative. Many companies try to save money by using inexpensive lights or sound generators for feedback. These simple light flashes

or beeps are usually more annoying than useful. They tell us that something has happened, but convey very little information about what has happened, and then nothing about what we should do about it. When the signal is auditory, in many cases we cannot even be certain which device has created the sound. If the signal is a light, we may miss it unless our eyes are on the correct spot at the correct time. Poor feedback can be worse than no feedback at all, because it is distracting, uninformative, and in many cases irritating and anxiety-provoking.

Too much feedback can be even more annoying than too little. My dishwasher likes to beep at three a.m. to tell me that the wash is done, defeating my goal of having it work in the middle of the night so as not to disturb anyone (and to use less expensive electricity). But worst of all is inappropriate, uninterpretable feedback. The irritation caused by a “backseat driver” is well enough known that it is the staple of numerous jokes. Backseat drivers are often correct, but their remarks and comments can be so numerous and continuous that instead of helping, they become an irritating distraction. Machines that give too much feedback are like backseat drivers. Not only is it distracting to be subjected to continual flashing lights, text announcements, spoken voices, or beeps and boops, but it can be dangerous. Too many announcements cause people to ignore all of them, or wherever possible, disable all of them, which means that critical and important ones are apt to be missed. Feedback is essential, but not when it gets in the way of other things, including a calm and relaxing environment.

Poor design of feedback can be the result of decisions aimed at reducing costs, even if they make life more difficult for people. Rather than use multiple signal lights, informative displays, or rich, musical sounds with varying patterns, the focus upon cost reduction forces the design to use a single light or sound to convey multiple types of information. If the choice is to use a light, then one flash might mean one thing; two rapid flashes, something else. A long flash might signal yet another state; and a long flash followed by a brief one, yet another. If the choice is to use a sound, quite often the least expensive sound device is selected, one that

can only produce a high-frequency beep. Just as with the lights, the only way to signal different states of the machine is by beeping different patterns. What do all these different patterns mean? How can we possibly learn and remember them? It doesn't help that every different machine uses a different pattern of lights or beeps, sometimes with the same patterns meaning contradictory things for different machines. All the beeps sound alike, so it often isn't even possible to know which machine is talking to us.

Feedback has to be planned. All actions need to be confirmed, but in a manner that is unobtrusive. Feedback must also be prioritized, so that unimportant information is presented in an unobtrusive fashion, but important signals are presented in a way that does capture attention. When there are major emergencies, then even important signals have to be prioritized. When every device is signaling a major emergency, nothing is gained by the resulting cacophony. The continual beeps and alarms of equipment can be dangerous. In many emergencies, workers have to spend valuable time turning off all the alarms because the sounds interfere with the concentration required to solve the problem. Hospital operating rooms, emergency wards. Nuclear power control plants. Airplane cockpits. All can become confusing, irritating, and life-endangering places because of excessive feedback, excessive alarms, and incompatible message coding. Feedback is essential, but it has to be done correctly. Appropriately.

CONCEPTUAL MODELS

A conceptual model is an explanation, usually highly simplified, of how something works. It doesn't have to be complete or even accurate as long as it is useful. The files, folders, and icons you see displayed on a computer screen help people create the conceptual model of documents and folders inside the computer, or of apps or applications residing on the screen, waiting to be summoned. In fact, there are no folders inside the computer—those are effective conceptualizations designed to make them easier to use. Sometimes these depictions can add to the confusion, however. When reading e-mail or visiting a website, the material appears to be on