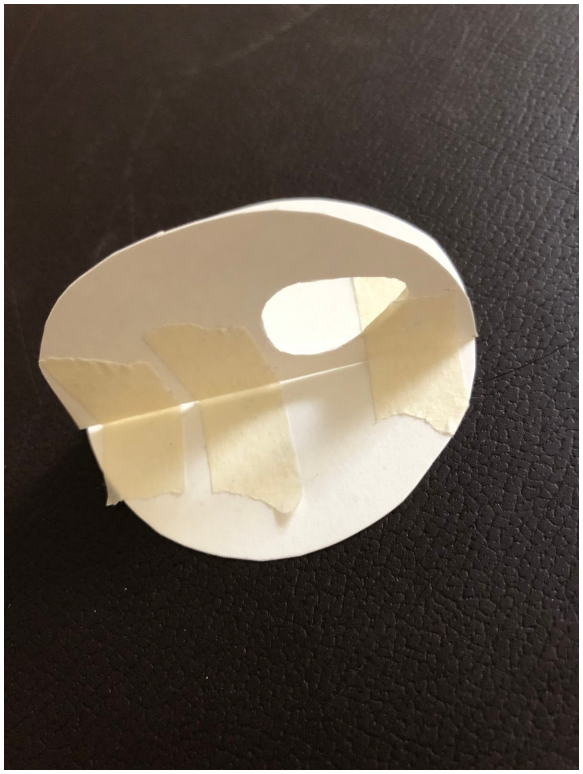
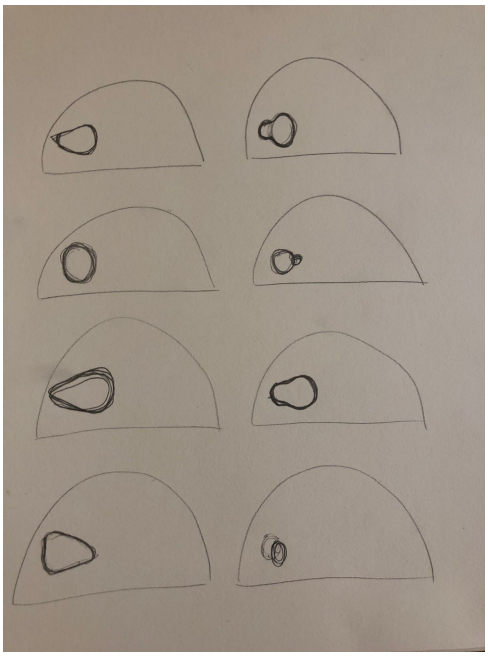
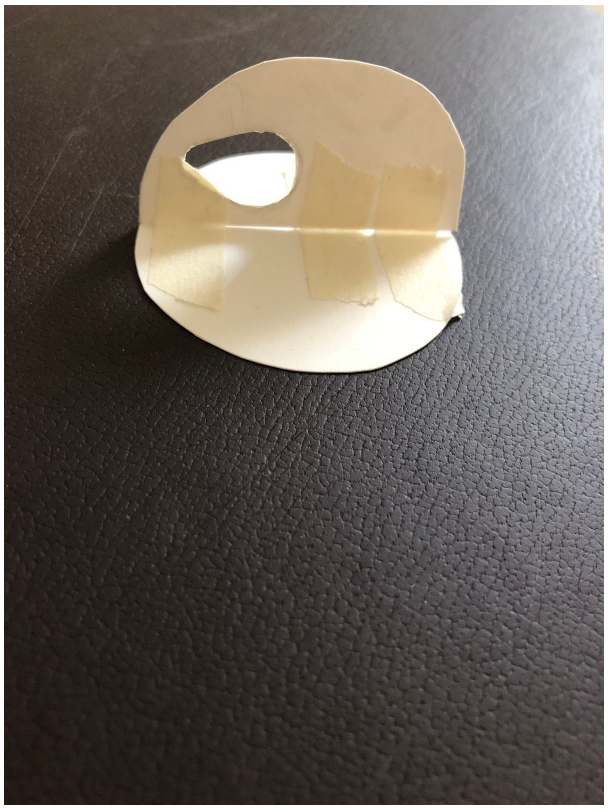
Below is my original project.

I started out with doing sketches of what I thought could work to better let the user know what is going on. My idea was to come up with some sort of device to put a finger through and pull the correct way. But, I did not think I could just use a simple round hole because there is not a ton of mapping in that. So, I thought the hole should be on the side that starts to pull the cover off, that way you are starting the pull at the correct side. Then, I thought there should be some indicator that you are supposed to actually pull it, so cut out an odd shape that maps out you are supposed to pull the other way. The hole affords putting a finger through it. It also affords pulling. It affords putting a finger through and pulling at the same time.

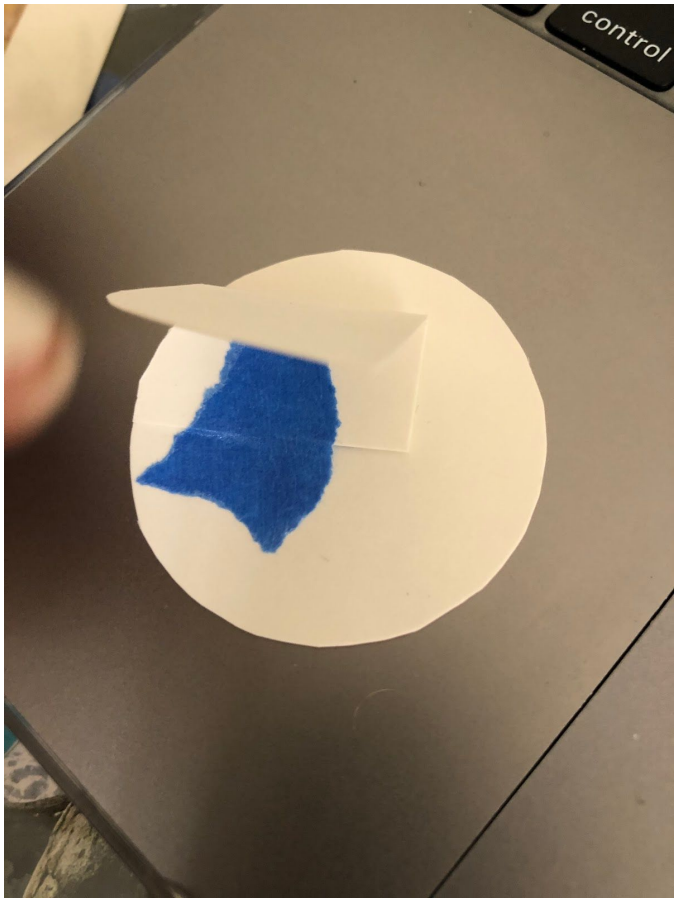






Below is my second version of the project.

After the second lesson, I think I better understand what a signifier and affordance is and how they each relate to mapping. In this second version, the pull tab I have created is signifying that there is an affordance to pull. I have created a larger, folded pull tab to signify where to pinch. This has a lot of surface area, signifying that it is the best place to try and open the device. The shape of the pull tab signifies the direction you are supposed to pull. It affords pulling, and specifically, it affords pulling in that direction. 


control


caps lock
shift
fn
control