

# Principles of Design

---

THE GOOD AND THE BAD

by Anagha and Ipsita

# 1) Feedback

GOOD EXAMPLES



Light sensors turning on instantly



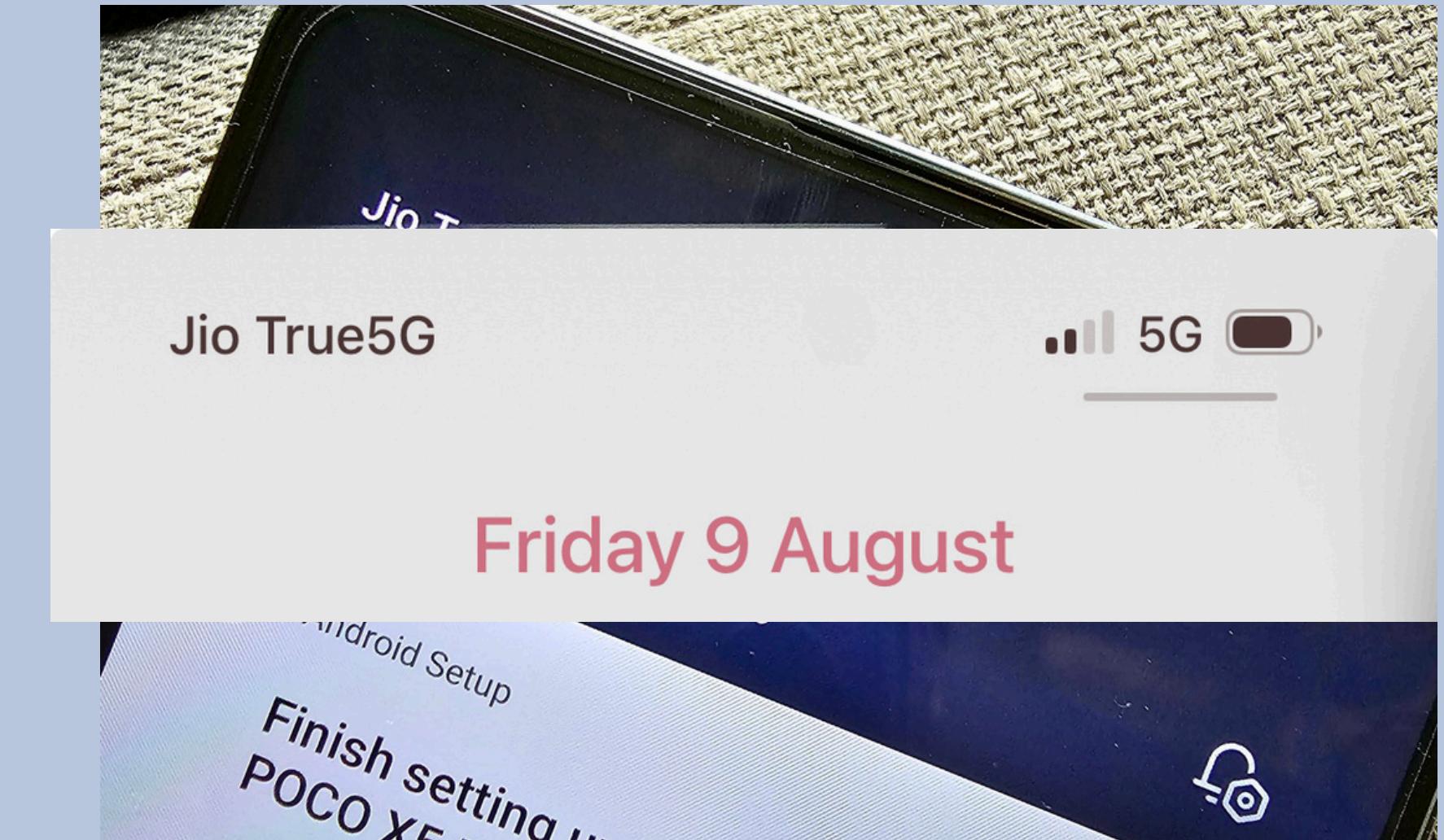
Immediate response of paytm speaker

# 1) Feedback

BAD EXAMPLES



The buttons of a tv remote not working properly



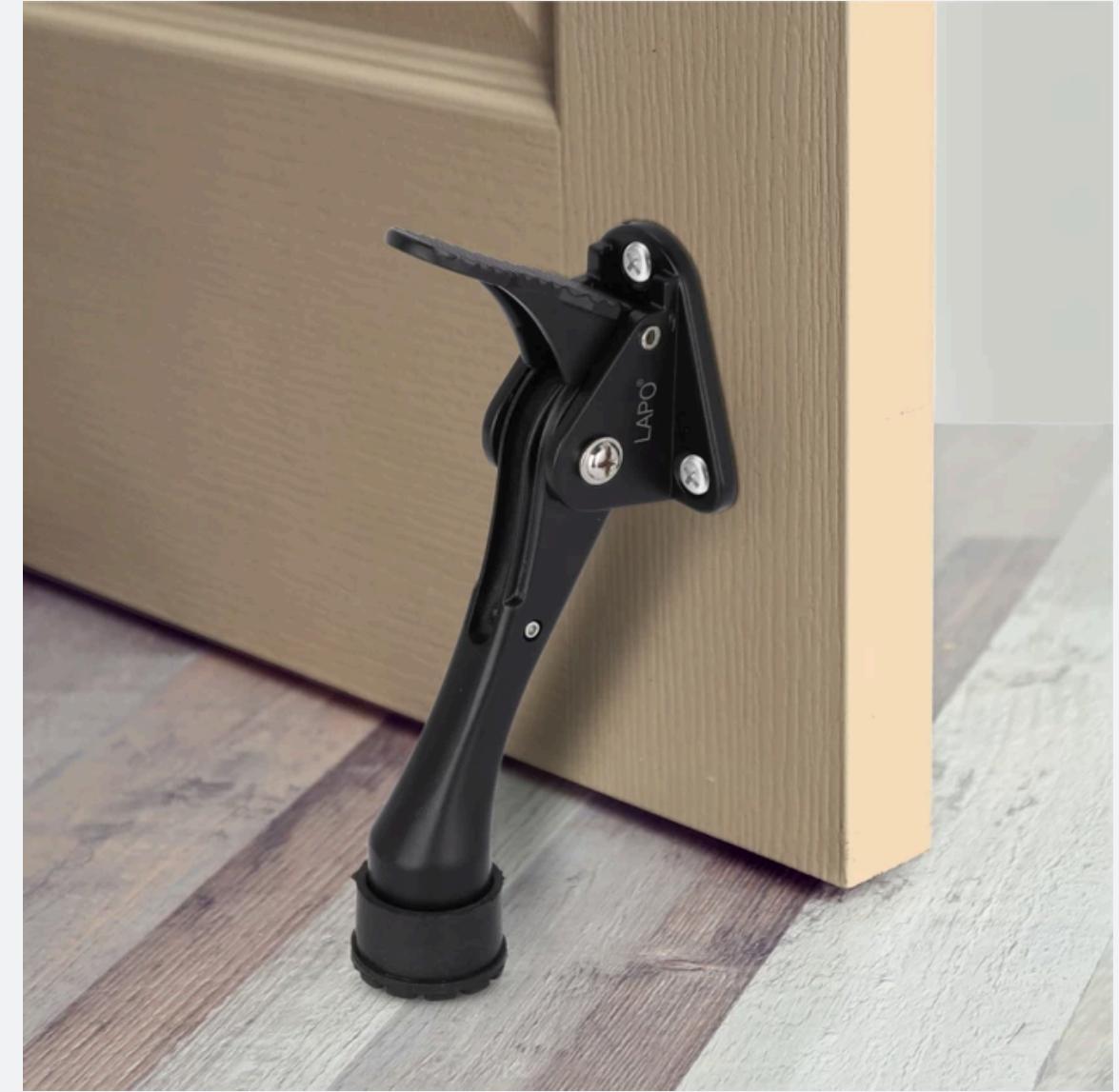
Jio having a weak signal despite showing 3-4 bars

# 2) Affordance

## GOOD EXAMPLES



Chain lock on doors provide the safety of answering the door in case of suspicion



Holds the door open on its own

# 2) Affordance

BAD EXAMPLES



Chairs that can't be stacked on top  
of each other



Doors being abled to be pushed  
/ pulled in one direction

# 3) Signifiers

GOOD EXAMPLES



There are green symbols to mark  
the direction



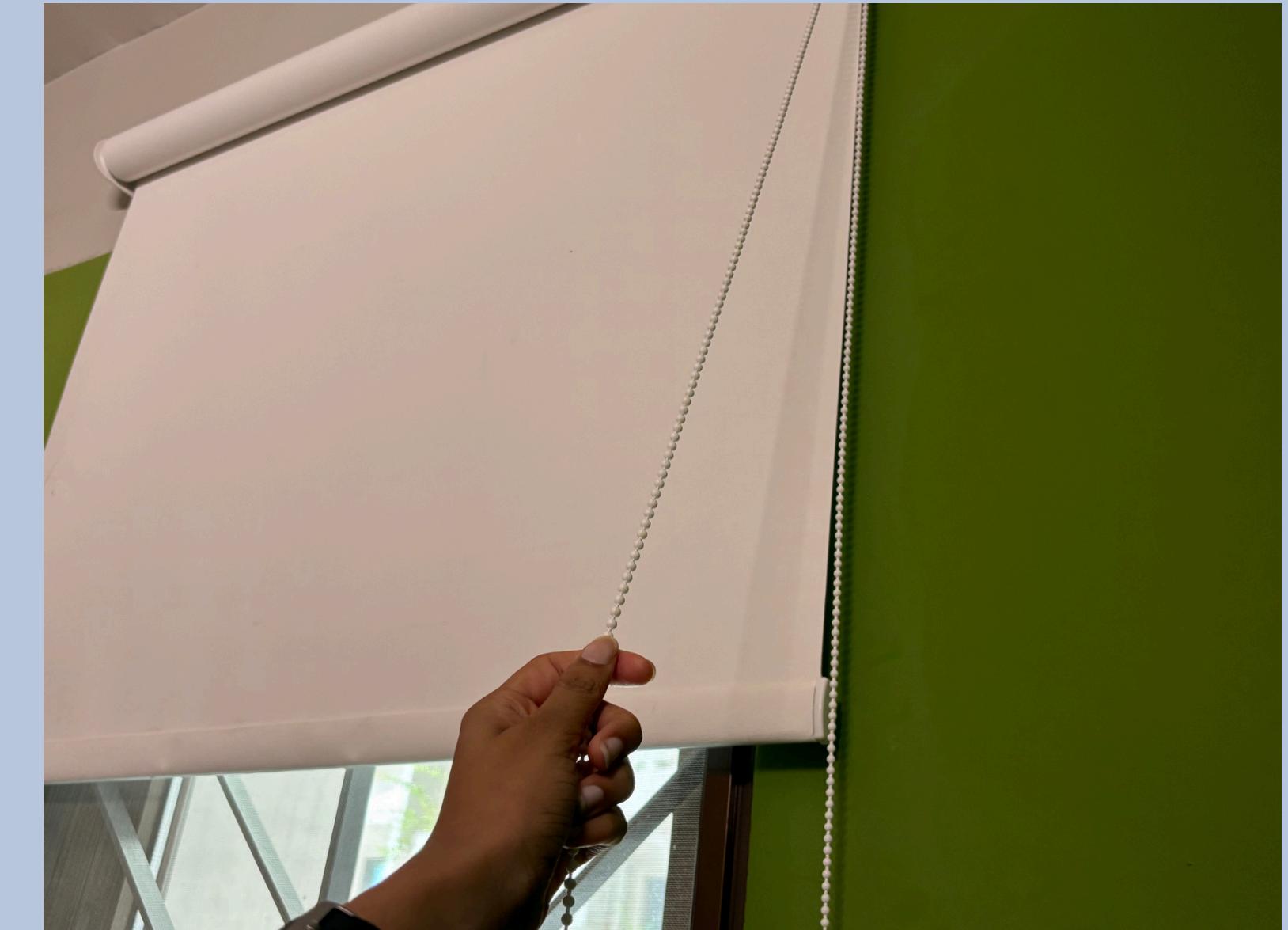
Sign boards in shops

# 3) Signifiers

BAD EXAMPLES



Building names are really confusing



Don't know which side to pull

# 4) Mapping

GOOD EXAMPLES



The pathway leads straight to the baggage claim



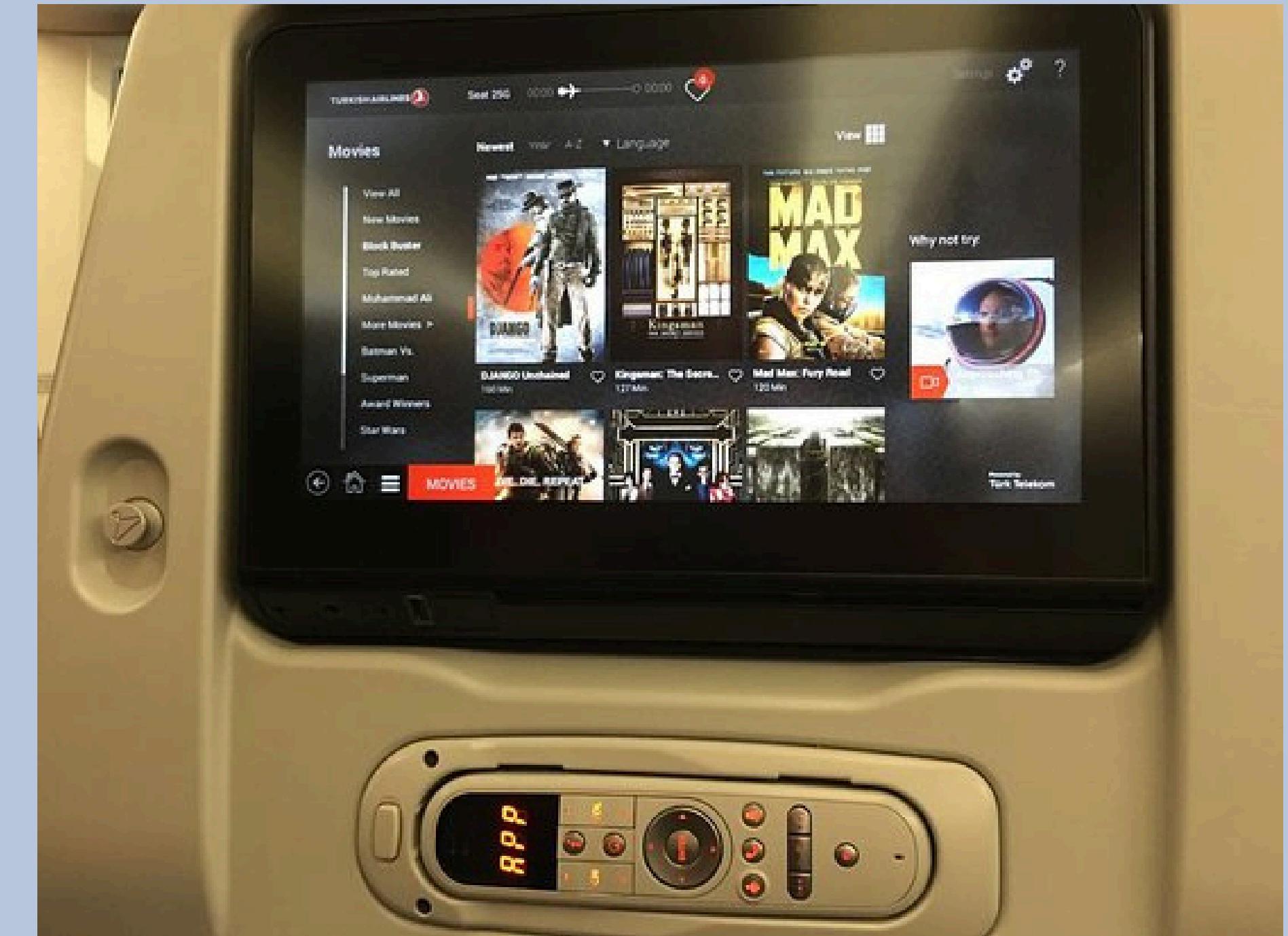
Finger print scanner at the back - accessible

# 4) Mapping

BAD EXAMPLES



Switches in a pilot's cockpit



Position of the remote is misleading