

Principles of Design

THE GOOD AND THE BAD

by Anagha and Ipsita

1) Feedback

GOOD EXAMPLES



Light sensors turning on instantly



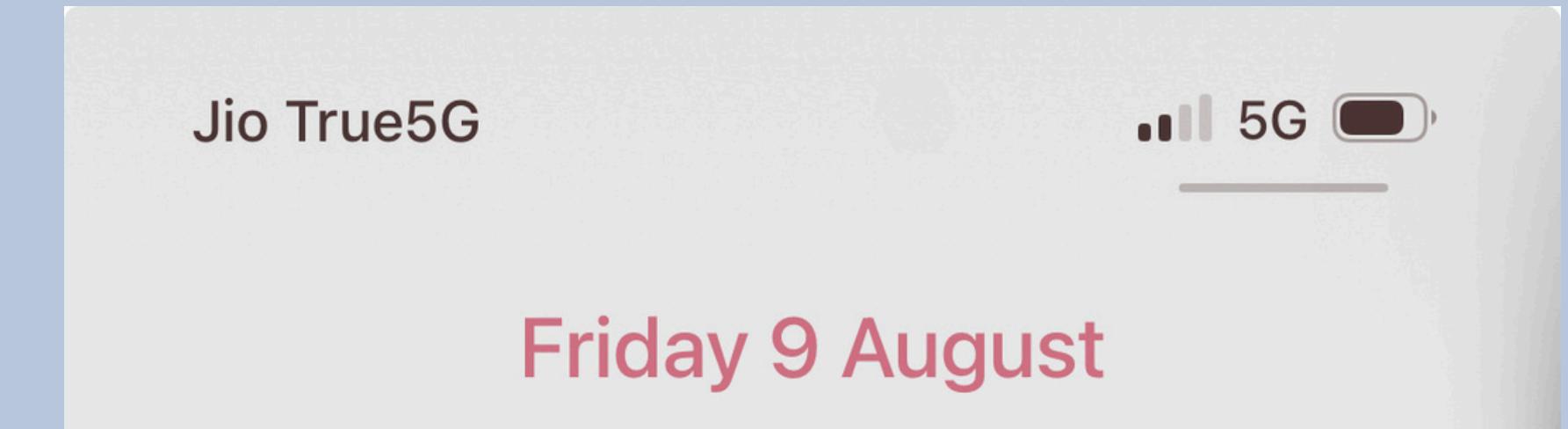
Immediate response of paytm speaker

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



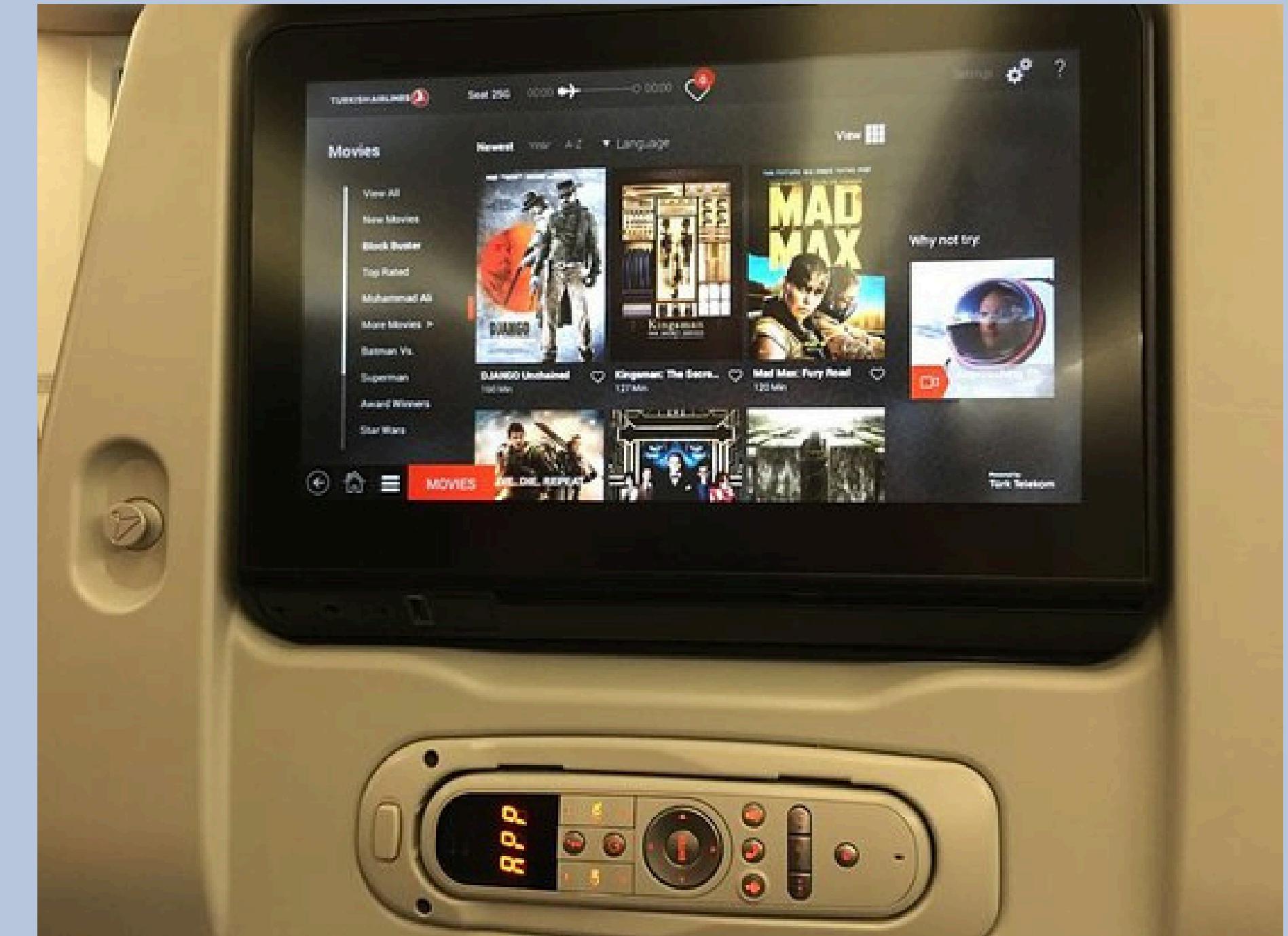
Finger print scanner at the back - accessible

4) Mapping

BAD EXAMPLES



Switches in a pilot's cockpit



Position of the remote is misleading