2/6/21

Experience and Interaction

Induction Seal Design

Final Iteration: After the comments on my previous iteration, I decided to improve the design in terms of strength and mapping. In terms of strength, instead of two tabs, I have decided to opt for one tab. Half of a tab or two tabs with a cut in the center would result in weaker strength and a downward exertion in force. After reading "Community Based, Human Centered Design," I decided to add a hole in one half of the tab to avoid abstraction and appeal to cultural sensitivity. The shape of the hole in the handle follows the overall shape of the tab, which has its cultural constraints in a soft drink tab. The empty space follows the shape of the tab, which maps the user to insert their finger into the hole for leverage.

The arrow remains as part of the design to guide the user to pull in that direction. In addition, the arrow results in less "plastic space" which allows for a smooth, clear cut when pulled – also requires less force. The arrow maps the force in which the user should pull. The arrow is a signifier in the sense that it is an index – the downward pointing arrow. The "arrow" shaped hollow tab is similar to the downward "arrow," indicating the function of pulling down. In addition, it is proximate that also indicates similar function. The whole design is the same color as this is an attestation to similarity, and indicates that all parts of the design work in unison.





Meghan Kulkarni

2/3/21

Experience and interaction

Induction Seal Prototype

Previous iteration: The following is my redesign of the induction seal that goes on pill bottles. *The design would not be colorful in real life, the color is simply to define the shapes and parts of the prototype.











The orange arrow determines the direction of force while the black arrow determines the direction a user would pull the tab. The design combines Gestalt's principles of similarity and proximity, cognition, and signifiers.