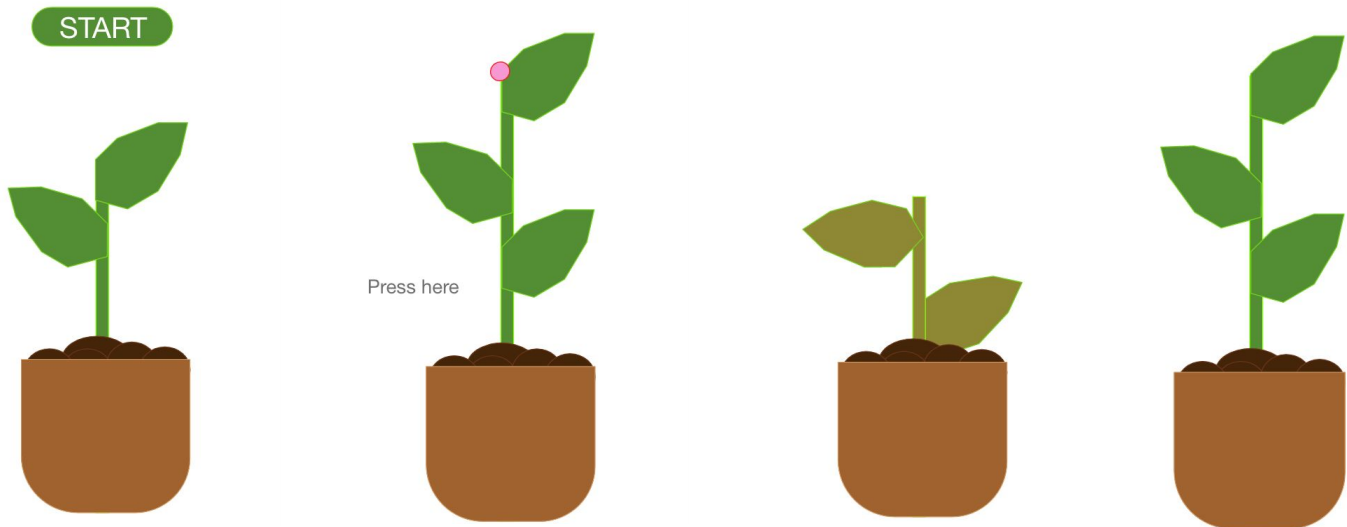Mollie Harreys
Plant Interaction: 15 Screens

XD Prototype Link:
https://xd.adobe.com/view/1c166078-6b41-4479-b015-966f487bfc27-4945/?fullscreen&hints=off

Welcome to
PLANT
INTERACTION

START

Press here

Interaction Items: *Defined and Explained as Signifiers*
Descriptions of User Interaction + Designer Intention

Heart
- As a signifier this is a <u>symbol</u>. The shape is a learned symbol with the association of love, care and strong human emotion. This symbol within the *Plant Interaction,* both affords growth and harm to the plant as well as changes to the plant. Based on cultural assumptions about the meaning of a heart when pressing on it it should help and *"give love"* to the plant. On some screens it does, this is a perceived affordance. On some screens it harms or does something random, this is a false affordance. I confirmed and denied the cultural constraint of the meaning of the symbol of the heart. It can be learned what it will

afford based on what screen you are on if one plays long enough. Then in its entirety, it could always have a perceived affordance based on the users experience within the interaction. This fact also applied to the water symbol and the sun symbol as they are all used in the same way of seemingly randomized false and perceived affordances that change individually with each changing screen

Water

- As a signifier this is an Icon. Water droplets representing water droplets. Physically resembling what is represented. This signifier is treated in the same way as the heart, providing perceived and false affordances depending on the user's experience history with the game and what screen the user happens to be on. I played with the users perception of what water will do to a plant. Based on my own experiences of water helping or harming seemingly randomly. In reality, I am just uneducated in proper plant care.

Sun

- As a signifier the sun is an Icon. "Applying" sun to the plant with the representation of it being a sun. Physically it represents its (supposed) affordance. As with the false and perceived affordances of the heart and droplets, the sun affords similarly. Occasionally aiding the plant in growth or harming it or just doing something. I am playing with expectations and changing them to expect harm or aid and bring the user entertainment with the expected and unexpected response from their interaction.

Text

- As a signifier the text buttons that appear are indices. They have false and hidden affordances. Them being able to be interacted with and cause some kind of result is a hidden affordance. This based off of their representation as not seeming to be something the user could interact with because the interaction tools previously used are symbols without text. The text that says *press here* is a prime example of hidden and false. One wouldn't expect it to be able to afford a change in the plant and if one would assume one it most likely would not be the harm it results in. The text is meant to play with the user but not deter them for too long or create frustration towards the game. The *lol* text and the *Hello:)* on the bee screen brings the user back to a healthy plant and does not cause an end but a continuation.

Yay you found the secret worm :)

Pot

- As a signifier the pot is an icon. It is a pot representing a pot. This is my favorite hidden affordance. It is not clear unless hovered over that it can or should be interacted with based off of the mapping of the game. It affords a hidden surprise of a worm that is in your pot,

Paul the Worm
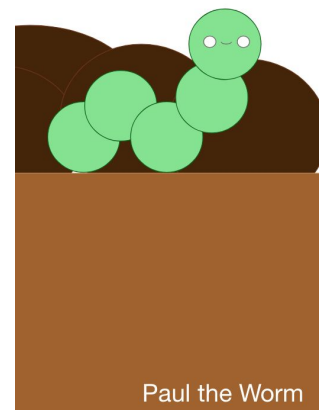
and the user can discover that on every screen every pot affords a visit to the secret worm. The worm itself is also an interaction item that affords the exiting of the worm page.

Flower
-   As a signifier the flower is an icon. The flower represents a flower. Throughout its "growth" process its affordances change. While a bud it has a perceived affordance or hidden depending on the users expectations of the but getting bigger. When it is a full flower, it has a hidden affordance of revealing a bee hiding behind the petals that says hello! The bee, like the worm, is also an interaction tool that affords changing back to the regular plant screen

Over time the game encourages exploration and to change the user expectations of what the symbols afford while also creating minimal frustration and joy or laughter when things do or don't go as expected.

As a note: The Worm and Bee are named after my roommates, who listen to my classwork rambling and user-tested this prototype during its development.

PREVIOUS WORK IN PROGRESS TEXT -

The interactive elements include the heart water and sun icons. Their effect changes with each new screen, sometimes doing what you want like a perceived affordance but sometimes they are false affordances. The pot and the flower at the end afford the discovery of a worm and bee making them hidden affordances that give a fun surprise. Sometimes you may get stuck in a loop or go around and around with no real end. You are done when you want to be done. This is partially based on my inability to properly care for plants and how they sometimes do what you think and sometimes do not.

I have also added in hover states to the original icons to solidify their perceived affordance status while the hidden affordances do not.

I have already had two people test this prior and noted annoyance or laughter when things are discovered and humorous responses to the unexpected icons actions.
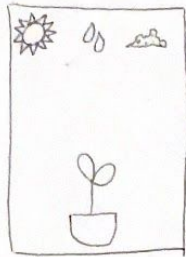
I had another roommate test it this time and notes are below.
- Concern over buttons not doing what she wanted
- Joy over the worm
- Learned behavior based on the buttons and text that appears based off of previous experience.
- Laughter and some confusion

Sketch Ideas for prototype -

5 screen minimum

Assignment 4 sketch ideas

← Sun, water, fertilizer perceived affordance
← false affordance of these buttons sometimes harming instead of helping the plant
← or false affordance of 2/3 helping but 1/3 harming
← hidden affordance of interacting w/ plant leaves fall off or plant does a dance
← hidden affordance of changing the pot
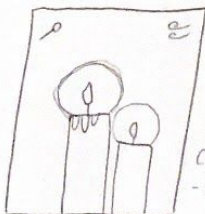
hidden affordance of a flower appearing on plant when tapped.
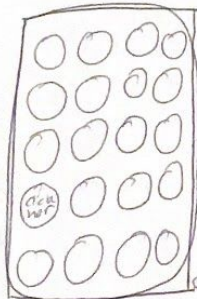
← dots randomly pressed change color, do nothing or change shape, or disappear or nothing
← perceived one says click here
← hidden, others dont

false will be the randomness of what the dots do.

light goes out when wind is tapped
match lights candle ← perceived
candle changes shape ← hidden when tapped
tapping on flame will change flame color
- one candle does nothing when tapped ← false