My goal in this assignment was to find a confusing signifier in the environment and propose a way to fix it.

I1 - This light panel is a good example of a confusing signifier. The affordance of these switches is clear; they turn on lights. But is it clear which light each switch controls?

I2 - It is not clear to the user how to turn on a specific light. Which switch would they use? The mapping of the switches to the lights is highly confusing.

I3 - Here is the improvement I propose to the confusing light switches. I need a signifier that more clearly communicates how to turn on a particular light that I'm interested in. I propose a mounted LED screen that has a map of the light switches, corresponding to where they are located in the room. (This is a rough map of what it could look like).

I4 - Then you press the set of lights that correspond to the lights you're interested in turning on (and now you know which ones they are, because you have a map of where they are located in the room).

I5 - Whereupon a set of arrows come up, which you can press to increase the light or decrease it according to the dimmer model. Voila! I now know how to turn on the light I want to turn on, instead of testing them out over and over every time through trial and error.