

IE403 (Assignment 2)

Assignment 2A

1. The video tells us about how we perceive things and what actually they are. If the design is good, the user will not have problems in developing an image of what the product actually does. On the contrary, a good design helps the users develop a proper image of what the product is actually made for.
2. By the water pot example, Dorman meant that it is sometimes possible that what we conceptualise the product by looking at it will not be the same as what the designer had conceptualised it and designed the product. If we first look at the water pot, we think that there should be a lid on it so that we can pour water in it but the designer specifically didn't want us to know that and after pouring water in it and turning it upside down, the water didn't fall leaving that as a mystery for the user and so it was called the magic pot.
3. In the refrigerator example, for the first refrigerator when we open up the doors we see just two numbers but no indication as to what they actually are so we make up a bad conceptual model of the refrigerator as to the one which had proper markings and readings and so by looking at it we form a proper and a good conceptual model of the refrigerator.

Assignment 2B

1.



It has a good affordance because on the regulator it's mentioned in which direction we need to rotate the knob and there's a blue button which indicates that it needs to be pressed and since it's a steam iron the user would know that only by pressing that button he can sprinkle water.



Pull or Push? Can you tell?



The user will get confused as to what he needs to do, push or pull. So there should be a signifier above the handles indicating whether we need to pull the door or push the door.