In this subsection I will discuss how the three articles altogether converge to a singular point, discuss the common aspect of interface design and relate to my research and everyday life in future. According to authors of aforementioned readings, metaphors enables us to communicate familiarity and draw people to design. It creates a bridge between virtual and reality. They can bring concreteness from abstraction, trigger emotions and motivate users to take action. However, when designing interfaces with metaphors we have to be aware of a few things to eradicate the ambiguity such as: cultural bias, contextualism, scalability etc. Also the input sources should converge to create a blend that perfectly justifies the use of the metaphor.

In real world, there are myriads of examples of interfaces which uses the power of idioms and metaphors in design. One such example can be *iBooks* app which gives the user a tremendous feeling of a real bookcase (Figure ?). Another classic example is *BBBC’s CBeebies homepage* (Figure ?), the interactive metaphoric background helps illustrate a child-oriented media. Figure 1 shows a standard layout of websites. The frames are placed as if it is supporting the middle frame which contains the body of website. Figure 2 represents title bar of Facebook homepage which includes metaphors like ‘dialog box’ meaning messages, ‘magnifier’ representing search, ‘lock’ representing security settings etc. Figure 3 illustrates use of metaphors in traffic signs such as red signal meaning something harmful or impeding ahead, deer sign meaning deer warning in that area etc. Figure 4 shows overuse of metaphors making the interface misleading. Figure 5 illustrates the navigation of Nexus 5 device, the highlighted buttons functionality is confusing which shows the misuse of metaphors.

The future research prospect of using metaphors and idioms in UI design is challenging yet intriguing. It is becoming time consuming to interact with computer using keyboard and mouse. Therefore, the state of the art UIs should enable users to interact using face recognition, finger and voice gesture etc. In my future research I wish to improve (incorporate new metaphors and exclude misused ones) the existing technology for helping autistic children. I wish to work with a group of researchers to devise a new game based learning project for them. One initial starting point can be ZAC browser (Zone for Autistic Children, Fig ?). This is a virtual playground for autistic children with thousands of metaphors used in interface design. To better help them in terms of learning and healthcare, I plan to extend this work to both web-based and mobile app-based platform. Also, I am currently working the project called ‘Tourism and Technology’. In this project we plan to help online traveling community to meet their needs in terms of planning, transport, accommodation, virtual tours etc. Upon completion of surveys and interviews, we will focus on prototyping a wireframe consisting of visual metaphors in layout of a regular website (like Expedia, Tripadvisor etc.). This new UIs will eventually require new metaphors, thus evolution of metaphors is endless.