# HCI 2/11

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## Design Complexity

### Affordances

- Affordances are the fundamental properties that determines how the thing could possibly be used
  - There is a green pig being passed around in class that honks when it is squeezed
  - An affordance of the pig is that the middle of it (the body) is easy to grab and feels like that's where it's meant to be squeezed
  - Handicap button plates outside of doors can be pushed with hands, butts, etc (but pls don't use those unless you absolutely need to because they break easily and then our handicapped friends can't get around)
  - The bars on doors can be pushed to open the door in many different ways
    * Going forwards, backwards, sideways, etc
    * We can tell that the bars aren't made to be pulled out though
  - Knobs are for turning, we know this because they're round and fit in our hand well
  - Slots are for insertion
  - Balls are for throwing or bouncing
- Affordances in UIs
  - Widgets "afford" their functions - they give hints about how they should be used that could be learned through intuition alone
    * Heads up: don't use the word intuitive because it's not specific enough
      · Familiar, learnable, etc are better
  - Affordances are **relationships** between users and objects, rather than the actual **properties** of the objects
    * It's easy to look at a thing and be like "oh this is what this thing does" but we need to know *why* and *how* we can tell that that's what the thing does
      · How did we know to squeeze the pig to make it oink? It looks soft, easy to hold and squeeze
  - Affordances can vary with different abilities of the user
  - Sometimes affordances are confusing
    * On ou.edu, go search for something. Where do you click to get to the website of the thing you searched for?
  - Anti-affordance is when something works in the way you would absolutely **not** expect it to