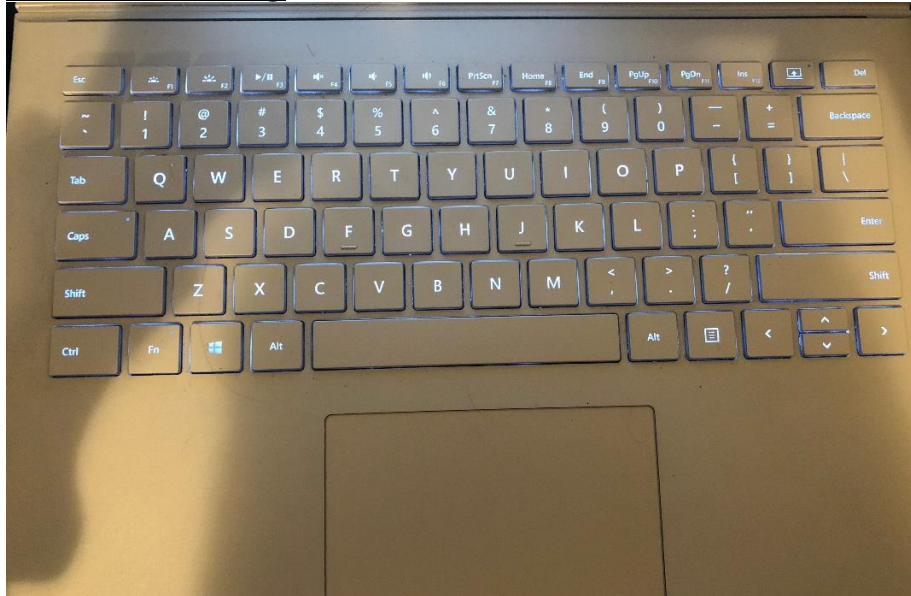


Mapping

Good mapping



Explanation:

This is my computer. Known to many, the keys on a computer keyboard correspond to the letter/function that will be wrote/completed on the screen. This is a good example of mapping because whenever you press that key on the keyboard, you know that that function/letter will be done on the screen, and you can easily see the result.

Bad mapping

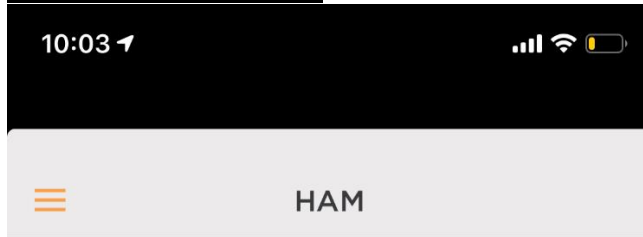


Explanation:

This is the interface of my Woburn speaker at my house. It allows you to change the audio source, volume, bass, treble, and the power selection. This is a bad example of mapping because you are not sure off the bat which button/knob corresponds to the red light on the left, as well what 'pair' might do. It would be helpful to have correlating symbols to have better mapping in my opinion.

Affordance

Good affordance



Explanation:

This is an app I have on my phone that has one function, sound off a ham horn. We know right away that the only heavily sponsored function to complete is pressing the horn button. This is a good example of affordance because with a simple picture, you know exactly what you are supposed to do with the app.

Bad affordance



Explanation:

This is a typical VCR remote, which are well known and were very popular in the early 2000s. Most of the buttons are well known even now with remotes such as the play, fast forward, rewind, and volume and instruct the user accordingly. However, the rest of the buttons are a very bad example of affordance because the symbols they correspond to are way too simplified. The user will not know what to do with them without explicitly testing them.

Constraints

Good use



Explanation:

This is the well-known coffee cup. The lid on the cup acts as a great constraint, because everyone knows there is only one place that liquid can come out of. It constrains how the user can drink, tells them where liquid won't come out of, and how much can 'leave' the cup at once.

Bad use

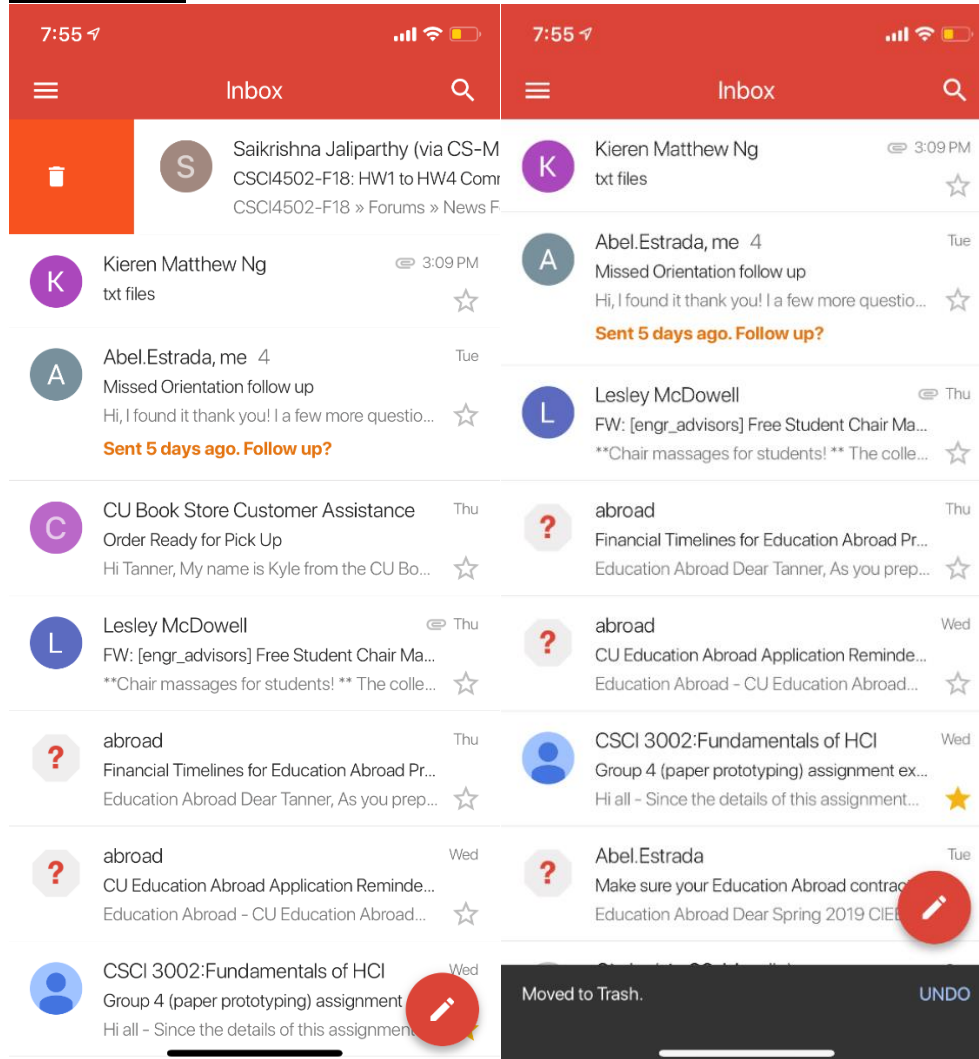


Explanation:

This picture might actually be at CU-Boulder, but none the less this is a emergency stand that is found at many universities. The desired use is to press the red button in case of an emergency. The problem is that the ability to press the red button has no constraint, meaning it can be pressed at any time, even if there is no emergency. There could be a box over the button (or even better, calling 911 validates an emergency).

Feedback

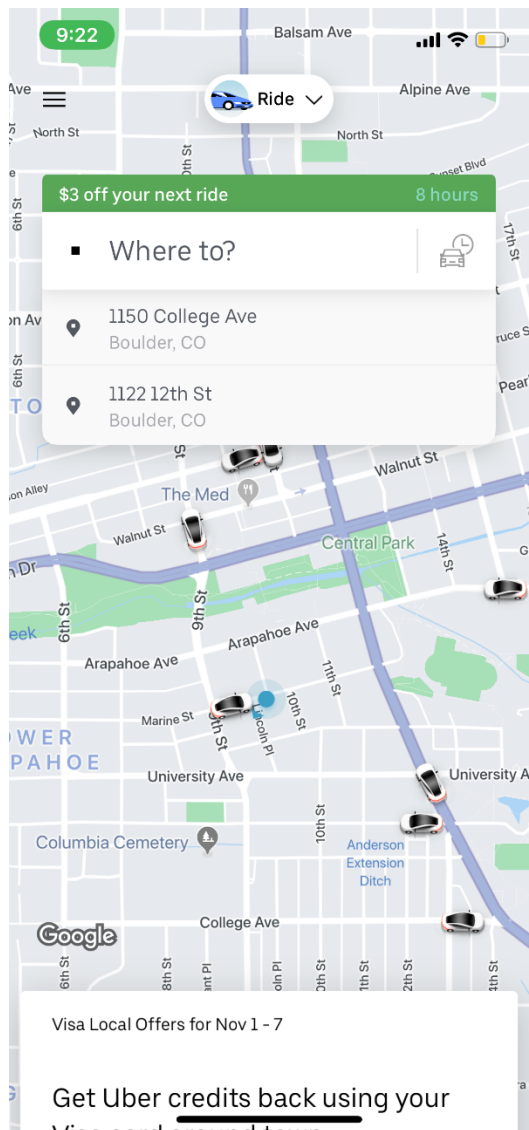
Good use



Explanation:

This is the interface of the Gmail app on the iPhone. When you want to delete a message, you swipe to the right, and you get immediate feedback with a red box with a garbage can in it. This way, you know you are about to delete the email. Further, a feedback message pops up saying that the message that you swiped was moved to the trash folder.

Good use



Explanation:

This is the interface of the Uber iPhone app on my phone. This is a good example of feedback firstly because you know right after opening the app that you are meant to 'ride' and are given instant feedback with a live map and live car locations. Further, the app, in the middle of the interface, tells you exactly what is happening and meant to be done by asking you 'Where to?'.
Visa card around town