



When the user first interacts with my re-designed seal, the rectangular handle protruding from the circumference of the top layer of the seal affords grasping, while also acting as a signifier to communicate to the user *where* the grasping should take place. The vertical arrow pointing down towards the other end of the seal functions as a symbolic signifier, informing the user of the direction they should move their hand (and subsequently the top layer of the seal) once the handle has been grasped. The downward direction of the arrow works to map to the user the proper way to interact with the my re-designed seal. The dashed line running through the lateral center of the seal also assists in the mapping of the interaction, as it conveys to the user the mobility of the upper half of the top seal layer.

After interacting with the top layer of the seal, the user receives immediate feedback through seeing the revealed text on the second layer of

the seal. By seeing new text and iconography, the user is given feedback that the previous action was correct. This is reinforced through the inclusion of the numeric "2" on the second layer, which further cements On the second layer, the indexes "PULL" and the symbols of the four arrows communicate to the user the possible directions in which they should move the grasped handle. After performing the instructed action, the user receives instant conformational feedback, as they notice the seal finally becoming detached from the bottle.

