

Principles of Interaction

Don Norman (problematic?)

↳ godfather of UX

↳ designer + psychology professional.

Design of Everyday Things

upset with the dysfunctionality of everyday stuff.

the man who coined the terms like 'interaction design'.

ALL PRINCIPLES BLEED INTO EACH OTHER!

⇒ Feedback → indication of action.
Sound, tactile, & visual.

⇒ Affordances

- capacity
- potential

→ vaguely: relationship of the object and its properties.
(more inherent)

• function (subset)

⇒ Signifiers → a cue, falls under feedback

- hyperlink blue + underline.
- button-shadow.

something that tells the user that an interaction is possible.
(more intentional)

→ perceived affordances, interchangeable signifiers.

⇒ Mapping → spatial correspondence, cognitive.

- Lift: up and down
- layout (??)

A good and bad example of the principles of interaction.
 2 good + 2 bad as pairs:

Eg. Night bathroom Soap Dispensers (signifiers)

- * water dispenser. → signifiers (Hot, cold, normal)
- feedback } not always true (bad)
- * automatic lights → good feedback?

①

good

bad

Feedback	<ul style="list-style-type: none"> * paytm machine * rainchain. 	<ul style="list-style-type: none"> * water dispenser. * beehive * benches on slope.
Affordances	<ul style="list-style-type: none"> * ramp * spiral staircase 	<ul style="list-style-type: none"> * CCTV singular view * wheel away chair
Signifiers	<ul style="list-style-type: none"> * water dispenser * emergency button 	<ul style="list-style-type: none"> * building building names * signage placement. *
Mapping.	<ul style="list-style-type: none"> * trash cans placed regularly. * connected on first floor 	<ul style="list-style-type: none"> * outingrisher alarms * switchboards in class * charging slots at library.

* Hostel cleaning.