

Principles of Interaction

Some Good and Bad Examples

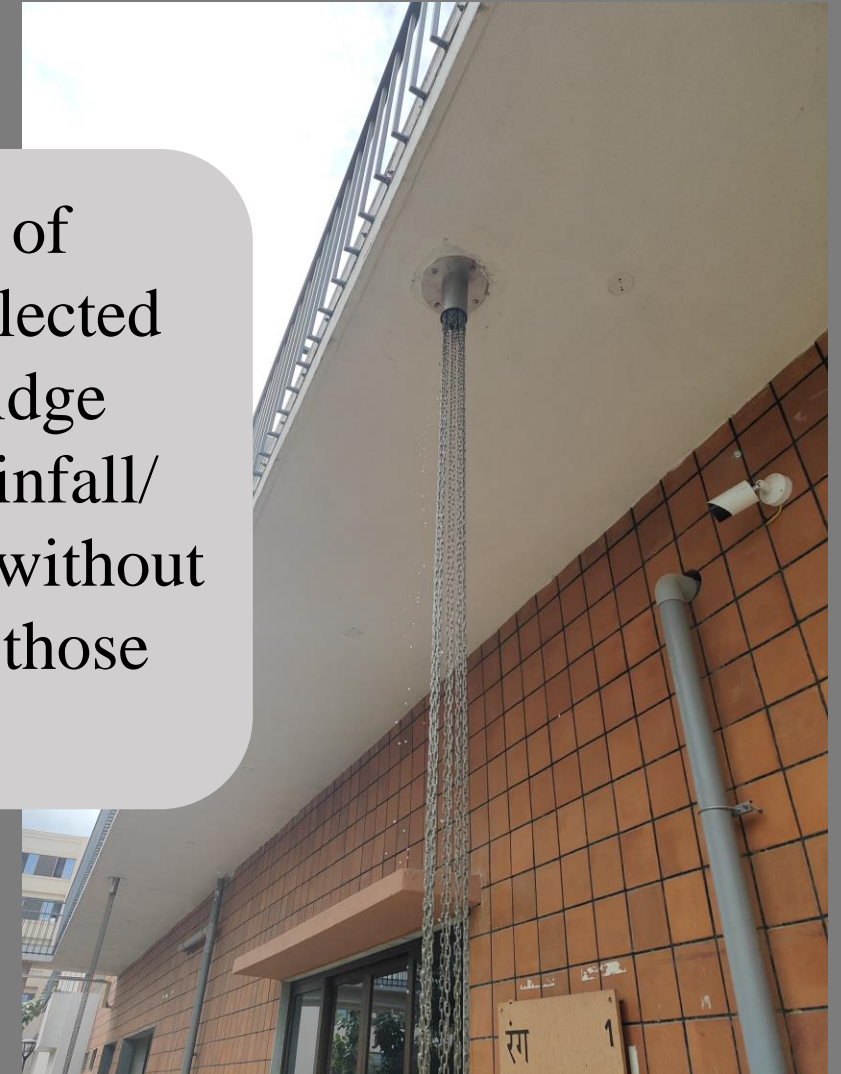
Prieta and Vasantha

Feedback – Good Examples

Confirmation of payment
immediately after transaction



Drainage of
water collected
on the bridge
during rainfall/
cleaning without
affecting those
below



Feedback – Bad Examples

Discomfort when
sat on due to nature
of slope



Removal of beehive
results in being
attacked by bees



Discrepancy in
temperature of
water as labelled



Affordances – Good Examples



Ridges on the ramp provide friction
to resist slipping



Hands-free experience
provided by foot lever

Affordances – Bad Examples



Bench for seating purposes but causes discomfort while sitting



CCTV can only face in one direction

Signifiers – Good Examples

Water Dispenser labelled well



Emergency button
labelled well



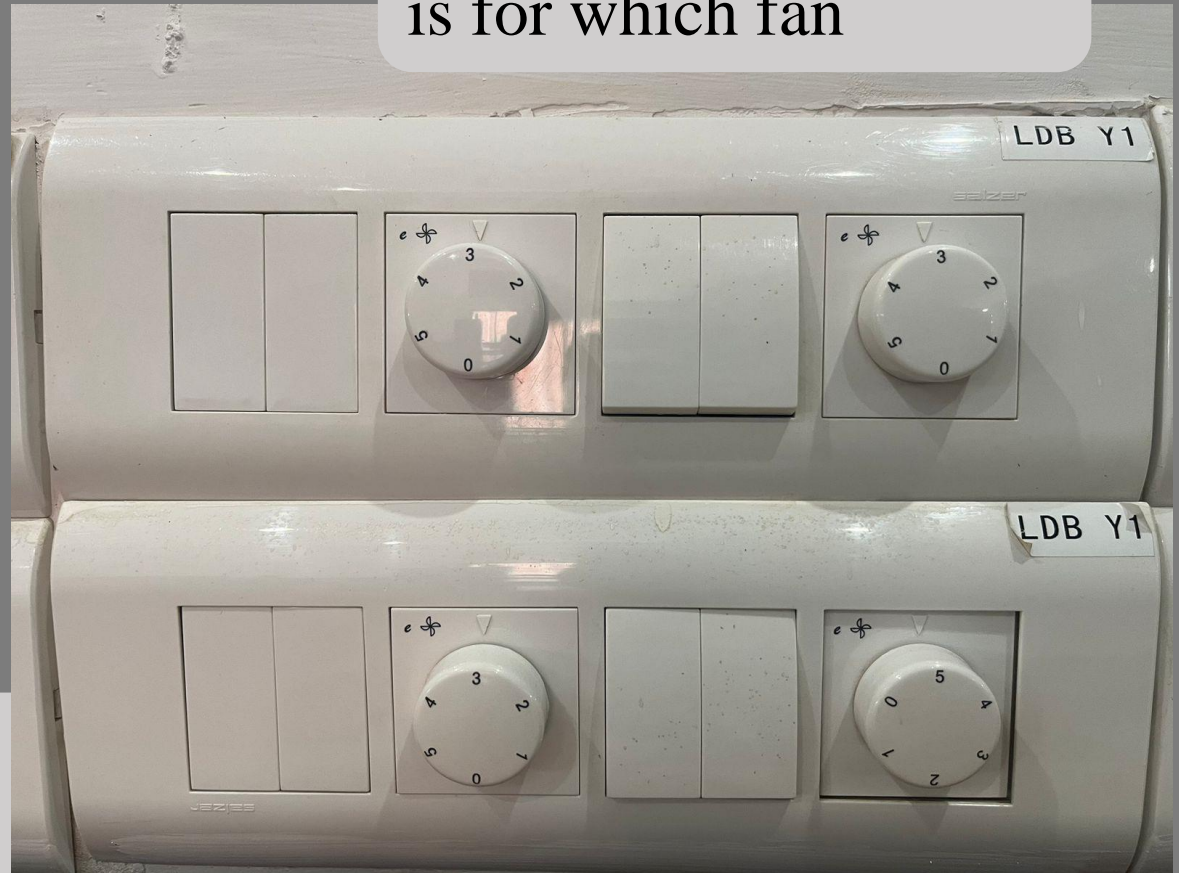
Signifiers – Bad Examples



Signages located badly across campus

Since names are similar, numbers should be bigger

Can't tell which switch is for which fan



Mapping – Good Examples



Dustbins placed at regular intervals as well as close to eateries



Buildings connected to each other well on the first floor of each building

Mapping – Bad Examples



Fire extinguisher isolated from the alarm button



Plug points placed only along the walls in odd areas; with no other charging stations (library)