

'Looking for the Interface' *Redux**

A reworking of Lewis & Reiman's Exercise 0.1

In your home or workplace find a simple machine, something with two to four controls and with no (!) internal computer (a simple toaster or an electric drill are possible candidates).

← Quoted
from Lewis
& Reiman

1. Using the same device as in Homework #1, identify
 - (a) its affordances,
 - (b) its constraints, and
 - (c) mapping(s) between the device and action.
2. Which, if any, of the characteristics of the device you identified in Homework #1 are the same as in question 1 (above) of this exercise?
3. Briefly explain the difference between the affordances of a device and the device's physical characteristics.

▷ Limit your answer to 2 pages. ◁

Remember the definitions of the user-centred design terms above are from *P.O.E.T* [2].

References

- [1] Clayton Lewis and John Rieman. *Task-centered user interface design: A practical introduction*. ©1993, 1994. Three versions available:
Plain text (URL: <ftp://ftp.cs.colorado.edu/pub/distrib/clewis/HCI-Design-Book/>);
PDF with index (URL: <http://www.cs.dal.ca/~jamie/TCUID/readme.html>); and
HTML (URL: <http://hcibib.org/tcuid/>).
- [2] Donald A. Norman. *The Psychology of Everyday Things*. Basic Books, 1988. ISBN 0-465-06709-3.

*This exercise is based on Exercise 0.1 from Lewis & Rieman's text [1]