Design Analysis Concepts

*Affordances* are the perceived properties of an artifact that determine how it could possibly be used.

*Constraints* are the physical, semantic, cultural, and logical factors that encourage proper actions and prevent erroneous ones.

*Conceptual Models* are mental models of a system which allow users to understand the system, to predict the effects of their actions, and to interpret the results.

*Mappings* describe the relationships between controls and their effects on a system.

*Visibility* in the design of a system makes apparent to users the conceptual model of the system and the actions they are allowed to take.

*Feedback* from a system provides information about the effects of user’s’ actions.

“AutoStick® operates with the ease and convenience of an automatic transmission. But, should you prefer the performance of a stick, move the gear selector into the AutoStick mode and shift gears without clutching by tapping it to the right to upshift and left to downshift...”

(EAGLE VISION TSi advertisement)