Affordance

Oliver Schönleben, 18.06.2009
What do they afford?

Hammering?
(not easily)

Sitting correctly
(at least: intendedly)

Eating?
(maybe)
What do they seem to afford?

Hammering?
(not likely)

Sitting correctly
(and few else!)

Hard to say
Unintended and Invisible Affordance

Killing

Opening cans

few (good design in that respect)

Throwing at rivals
Example UI

What's this?

What next?

What data (type, range, ...)?
Example UI

Sliders (Hardware)
Example UI

Sliders (Software)
Example UI

Event handler makes cup afford clicking on it, thus triggering some action.
Example UI

Have the user *perceive* that affordance!
Example UI

Resembles a button in the real-world (approximatively)

Easier.
Example UI

Also possible:
Example UI

Bad design:
Less affordance through too much artistic freedom:
can't be recognized as buttons anymore.
(Plus: bad contrast)
Example UI

Same game, other constraints:
Handheld device with touch screen
Example UI

Same game, other constraints:
Handheld device with touch screen
Example UI

Incorporating users' real-world knowledge

- Color
- Push-button
- Slider
- Dial
- Tabs
Further examples

Good:

- Obviously affords many things: pointing, swinging, …
  (rather unspecific and thus unconstraining shape)
- But not hammering (weight)

Not so good:

- Fairly irresponsible touch buttons
- Is indeed a (touch) dial … but with only four choosable items!