

CAC430: HCI and SE

Discoverability

Name: _____

Partner(s): _____

Take a ten-minute walk around campus or the web and find the following:

1. An example of an affordance
2. An example of a signifier
3. An example of mapping
4. An example of feedback

For each example, state what it is and whether it is a positive or negative example of discoverability.

1.

2.

3.

4.

Think about an online account creation webpage. How would you design it? What affordances does it provide? What signifiers would you use and where? What feedback would you provide? What mapping would you use (if applicable)? Draw your interface below labeling where you would build in the discoverability features discussed.