

2. Connections and correlations

- a. Real world
- b. Known/common conventions

3. User can figure out relationships / function without memorising

Good mapping is the relationship between two things. Things work together should be close together. Consistent.

4. Able to intuitively figure out “where am I?” and “where can I go?” or “what can I do?”

Visibility

Where you can act and what you can do, is it obvious?

Means that obvious prompts and cues are present, which:

- 1. Lead the user through an interaction
- 2. Guide them through a series of tasks
- 3. Indicate what possible actions are available to them
- 4. Communicate the context of the situation

Caution: while interaction design cues should always be made visible, requiring no conscious thought (draw attention), too many cues is often worse than none at all.

Feedback

Sending back information about what action has been done and what has been accomplished, allowing the person to continue with the activity

- 1. Be immediate
- 2. Be informative – informing the user
 - a. Location: where am I?
 - b. Current status: what’s happening, and is it still happening?
 - c. Future status: what will happen next?
 - d. Outcomes and results: what have just happened?

Includes sound, highlighting, animation and combinations of these sonic/aural, visual, textual, animation, tactile, highlighting, etc.