

like ~~como~~ common sense, as the designers create objects affordances to users. A real-life example would be the holes in the scissors would need to insert the fingers in to cut things out.

Both museums would have different features for users to touch. There could be different buttons that would do something different. The human hearing would be different as one museum offers sign language so the people that cannot hear would benefit from them. Before Covid happened, there would be small tour guides to guide the people around by giving out more information on the paintings or different sculptures. This had been postponed as people would need to keep their distance from each other. Another thing is that one museum offered headphones to users so they could hear the different information of the culture. The other museum had a YouTube channel which the user would listen to when they are in different rooms. One of the museums has an app so that the users could view different painting information and videos. This means that human vision, hearing, and touch would be involved with this. The affordance with this shows clear navigation on what to do next with the use of a button for the user to see, as well as the navigation pane which makes it easy for the users. The clear