

question 1 A cont

In terms of metaphors, Both designs try to make the interactive elements clear ~~by~~ while also telling the user what it does.

The first interface does this well by having large visible ~~to~~ buttons with small descriptions of what they do so that the user ~~can~~ can quickly and easily tell what each button does.

Images are also included so that the user has the clearest image of what the interface does before they use it. The sphere attempts this but all of the ~~image~~ buttons used in

this interface have images and these images do not accurately tell the user what ~~the~~ does what, leading to the user being confused. Both interfaces use affordances well to tell the user what aspects of the interface can be interacted with and what can not. ✓ 19/2

~~question~~ question 1 B

The Puffer Sphere interface suffers in many areas. The main one is that of vision and touch. In vision, the interface suffers as a result of a lack of colour blind options and confusing layouts. ~~The~~ The layout changes whenever a new exhibit is displayed on it.

When as a geographical display buttons are all over the display without any explanation and sometimes the display is used as a spherical desk top which leads to some users not being able to tell what is going on. To improve this aspect, the interface would need to have a specified purpose, the best fitting purpose would be to display planners for its spherical shape this would then allow for the interface to be