

Q1. The first exhibit is from British Museum, Interface the "museum of the world". This exhibit is a display of multiple time periods that can be interacted with by the user to show more information about artifacts and items from that time. Each individual item that can be interacted with has a vibrant, easy to view colored blob or is contained within a square outline to show contrast making it much more obvious to users as well as people with low vision that it can be interacted with. This exhibit uses visualization to display and show information to the users, coinciding with auditory factors such as a bell sound to show if something can be clicked on. If you scroll past a blob, it will also make a bell sound to give auditory feedback to the user, alerting them that they have passed an artifact. This interface is predictable, utilizing the technique of coloring items that can be clicked on which many other interfaces use giving better visual feedback to the user. It also utilizes Alan Dix principle of consistency where the same coloring and format is used throughout the entire system with each blob being interactable, displaying information in the same format for each artifact making it easier for users to digest. This system also provides substitutability where as it provides observable feedback as the interface changes when something has been interacted with. For example, a box pops up showing artifact information to a user. This interface also provides recoverability as it allows ~~the~~ users the potential to