

Q1.

Interface
2

The second exhibit is a display of the famous Guggenheim Spiral Staircase. This exhibition uses an already existing platform: Google Arts + Culture. This exhibit uses minimal user input, only having 2 buttons to zoom in and out of the screen which can be classed as affordance as it is a method of interacting. It also utilizes affordance because the user is free to move around the exhibition at will using the mouse to move. This interface lacks any auditory factors, ~~being~~ being completely silent when using it which makes it less user friendly than interface 1. This interface also does not use any visual elements like colour or pop-up boxes to give user feedback or to display information. However, this interface uses the principle of responsiveness well as it instantly responds to mouse clicks and user input. This system also uses the principle of familiarity as it is based on an ~~already~~ ^{already} made system: Google Maps. To improve the user experience, I would recommend adding visual cues like popup boxes so that when you hover over an item on display, it shows the information/history about it. ~~Sound~~ Sound could also be added to this in the form of a narrator for users that suffer from accessibility issues. To improve further, they could add on screen keyboard navigation for users that cannot use a mouse. This would also allow for blind users that use a braille keyboard to use this system also. They could also make