

Usability theory has been applied to both design, especially Dix's theories on usability. Both exhibits aim to be flexible on user interaction providing learnable interfaces that give flow control to the user. Vision and hearing factors are used in both to immerse the user and bring an understanding of British culture to them.

The AR application also makes use of real-world system matching by placing exhibits into the app. This is a characteristic put forward by Nielsen. Feedback both visually and audibly is provided, also meeting Dix's principle of robustness. However more could be done to make use of touching as a human factor.

Both exhibits are effective in portraying British culture, however the VR application is more effective in immersing the user and communicating heritage. Effectively AR is better suited for portraying and appreciating specific details in British ^{heritage} ~~culture~~ whilst VR provides a more general picture.

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