



1. Affordance – the knowledge acquired from logic and deduction.

2. Device tags - Elevator buttons for navigating the floors. Because of the unusual arrangement of the numerals, it could be unsettling.

3. Marker – buttons, a metal panel

4. Mapping - almost natural

5. Feedback – After a button is pressed, the elevator moves.

6. Rating: **bad design**



1. Affordance – the knowledge acquired from experience and deduction.

2. Device tags - parking Separator to separate and designate parking space

3. Marker – black and yellow pattern

4. Mapping - none

5. Feedback – none

6. Rating: **good design**



1. Affordance – the knowledge acquired from logic and deduction.

2. Device tags - A barrier between a door and a group of people shows that it serves to restrict access and interaction.

3. Marker – red and white pattern

4. Mapping - none

5. Feedback – none

6. Rating: **good design**



1. Affordance – the knowledge acquired from logic and deduction.
2. Device tags - An object with the appropriate mapping placed close to a crosswalk and traffic lights indicates its function to shorten the duration of traffic lights.
3. Marker – none
4. Mapping - natural
5. Feedback – A beeping sound and light are produced.
6. Rating: **medium design**



1. Affordance – the knowledge acquired from logic and deduction.
2. Device tags - Simply said, the purpose of trash cans is to keep garbage in one location. Their primary use is to contain rubbish until it can be removed.
3. Marker – the substantial jar
4. Mapping - none
5. Feedback – none
6. Rating: **good design**



1. Affordance – the knowledge acquired from logic and deduction.
2. Device tags - A container for collecting donations
3. Marker – handle that opens
4. Mapping - none
5. Feedback – none
6. Rating: **good design**



1. Affordance – the knowledge acquired from logic and deduction.
2. Device tags - Simply said, the purpose of trash cans is to keep garbage in one location. Their primary use is to contain rubbish until it can be removed.
3. Marker – the substantial jar
4. Mapping - none
5. Feedback – none
6. Rating: **bad design**



1. Affordance – the knowledge acquired from experience and deduction.
2. Device tags -A barrier separating a pedestrian area from oncoming vehicles makes clear that it serves to restrict driving.
3. Marker – red and white pattern
4. Mapping - none
5. Feedback – none
6. Rating: **good design**



1. Affordance – the knowledge acquired from logic and deduction.
2. Device tags - Bench for seating in the city. Depending on the season, metal sticks can be either very cold or very hot, which makes them uncomfortable to sit on.
3. Marker – bench with a metal frame.
4. Mapping - none
5. Feedback – none
6. Rating: **bad design**



1. Affordance – the knowledge acquired from logic and deduction.
2. Device tags - Most people use lamps on a daily basis.
3. Marker – none
4. Mapping - none
5. Feedback – none
6. Rating: **good design**



1. Affordance – the knowledge acquired from logic and deduction.
2. Device tags - Created in order to ensure a smooth flow of traffic and to give vehicles and pedestrians a chance to cross an intersection safely.
3. Marker – none
4. Mapping - none
5. Feedback – none
6. Rating: **good design**



1. Affordance – the knowledge acquired from experience and deduction.
2. Device tags - cone-shaped indicators that are positioned on the pavement or on temporary walkways to direct traffic in a secure way.
3. Marker – orange and white pattern
4. Mapping - none
5. Feedback – none
6. Rating: **good design**



1. Affordance – the knowledge acquired from experience and deduction.
2. Device tags -A barrier separating a pedestrian area from oncoming vehicles makes clear that it serves to restrict driving.
3. Marker – red and silver pattern
4. Mapping - none
5. Feedback – none
6. Rating: **good design**



1. Affordance – the knowledge acquired from experience and deduction.
2. Device tags - Barrier stop for bicycle
3. Marker – none
4. Mapping - none
5. Feedback – none
6. Rating: **medium design**



1. Affordance – the knowledge acquired from experience and logic.
2. Device tags - An covered box with a door is used to store electrical parts.
3. Marker – none
4. Mapping - none
5. Feedback – none
6. Rating: **good design**