Design

Things we're thinking about today…
Why do we care about doing design? What can
we make better? What does it mean for a PL or
PL tool to be well designed?

Reading Reflection

Discuss in groups
- What surprised you in the readings?
- What echoed thoughts you'd already had?
- What are existing PL designers doing well?
- What are existing PL designers doing badly?
- What else struck you in the readings?

Reading Reflection

Let's share!

Reading Reflection

What did you think of "designing for when things go wrong?"
Do our programming tools do that?

Reading Reflection

Thread across both readings: the designer's model just won't match the user's model.
Do you agree? Disagree? Why?

What do we have to work with? Designer's "tools"

Discoverability

It is possible to determine what actions are possible and the current state of the device

If you skipped the Don Norman reading, you're going to want to quickly skim it (or find a summary) to start this activity!

Feedback

There is full and continuous information about the results of actions and the current state of the product or service. After an action has been executed, it is easy to determine the new state.

Conceptual model

The design projects all the information needed to create a good conceptual model of the system, leading to understanding and a feeling of control. The conceptual model enhances both discoverability and evaluation of results.

Affordances

The proper affordances exist to make the desired actions possible.

Signifiers

Effective use of signifiers ensures discoverability and that the feedback is well communicated and intelligible.

Mappings

The relationship between controls and their actions follows the principles of good mapping, enhanced as much as possible through spatial layout and temporal contiguity.

Constraints

Providing physical, logical, semantic, and cultural constraints guides actions and eases interpretation.