ONE PAGE SUMMARY

Creative Skills › UI/UX Design › Interaction Design

Affordances & Feedback

Mastering Affordances and Feedback in Interaction Design

DEFINITION

> Affordances are the properties of an object that suggest how it can be used, while feedback provides users with information about their actions. Together, they enhance user experience by guiding interactions.

KEY CONCEPTS

Affordance Types

Affordances can be perceived (what users think they can do) or actual (what they can actually do).

Feedback Importance

Feedback informs users about the results of their actions, helping them understand system status.

Visual Affordances

Visual cues, like buttons that look clickable, help users know how to interact with elements.

Feedback Timing

Immediate feedback is crucial; delays can confuse users and disrupt their experience.

Consistency in Design

Consistent affordances and feedback across a system help users develop accurate mental models.

EXAMPLES

→ A button that appears raised suggests it can be pressed.

→ A loading spinner indicates that a process is ongoing.

→ Highlighting a selected item provides clear feedback on user choice.

MEMORY TIPS

★ Think 'A for Action' when recalling Affordances.

★ Remember 'Feedback is Fast' to emphasize the need for timely responses.

★ Use 'Visual Cues = User Clues' to link visual affordances with user understanding.

COMMON MISTAKES

✗ Overloading feedback with too much information.

✗ Neglecting to design for both perceived and actual affordances.

✗ Using inconsistent feedback that confuses users.

QUICK RECAP

Affordances guide user interactions by suggesting possible actions, while feedback confirms those actions. Effective design requires clear visual cues and timely responses to enhance user experience.