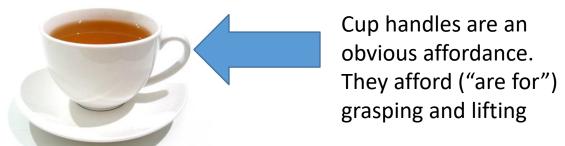
# Affordance and Metaphores

## <u>Affordance</u>

 The properties of an object that allow people to know how to use it



- To afford = "give a clue"
- It should be obvious how to interact with an object
  -e.g. mouse buttons look like they should be
  clicked down

Handles on doors afford pulling

Plates on doors afford pushing

No signs required

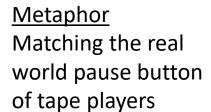


### Metaphors vs affordances

#### **Affordance**

The button shape is an affordance, it affords pressing





### **Affordance**

Affords grasping the circle to pull it side to side

