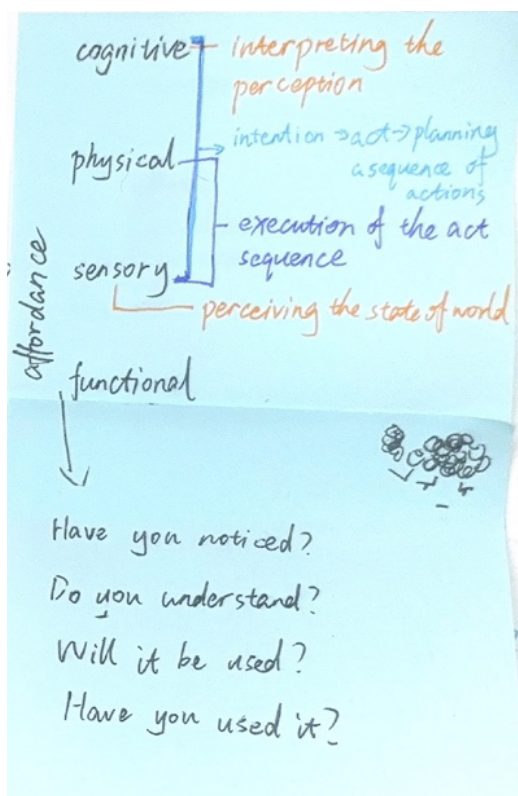
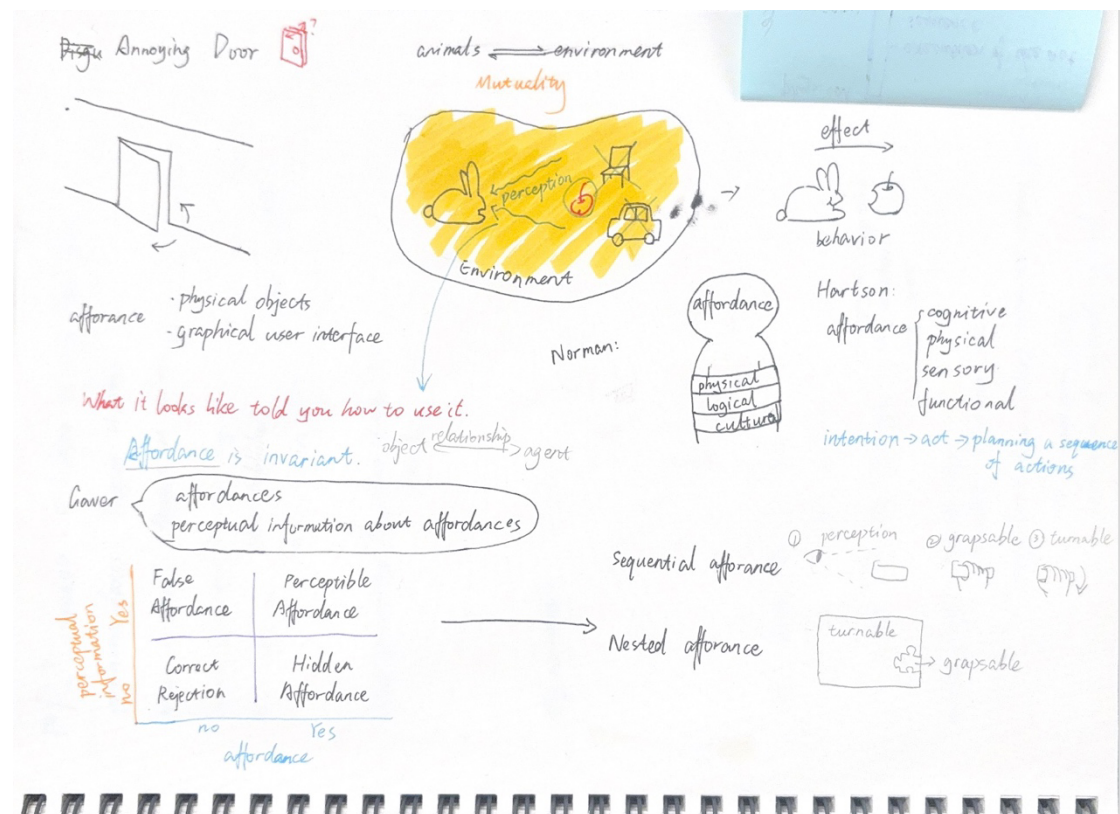


Affordance



Affordance refers to how the physical features (YouTube, 2022) of an object suggest its possible uses. An object with affordance is a person who can understand how to operate through perception. In design, it means that designers need to make products that clearly show users how to use them. In recent years, electronic products have become simpler in appearance. The number of buttons is decreasing, and the

integrated into the keyboard, and its symbol disappeared.

4. Among the three devices, the MacBook has the largest size.



Figure 2. Three Apple laptops spanning 20 years: iBook G (2004) and two later models.

Source: Xiaohongshu (2024).



Figure 3. iBook 2004 (left) and Macbook 2010 (right). Source: Xiaohongshu (2024).

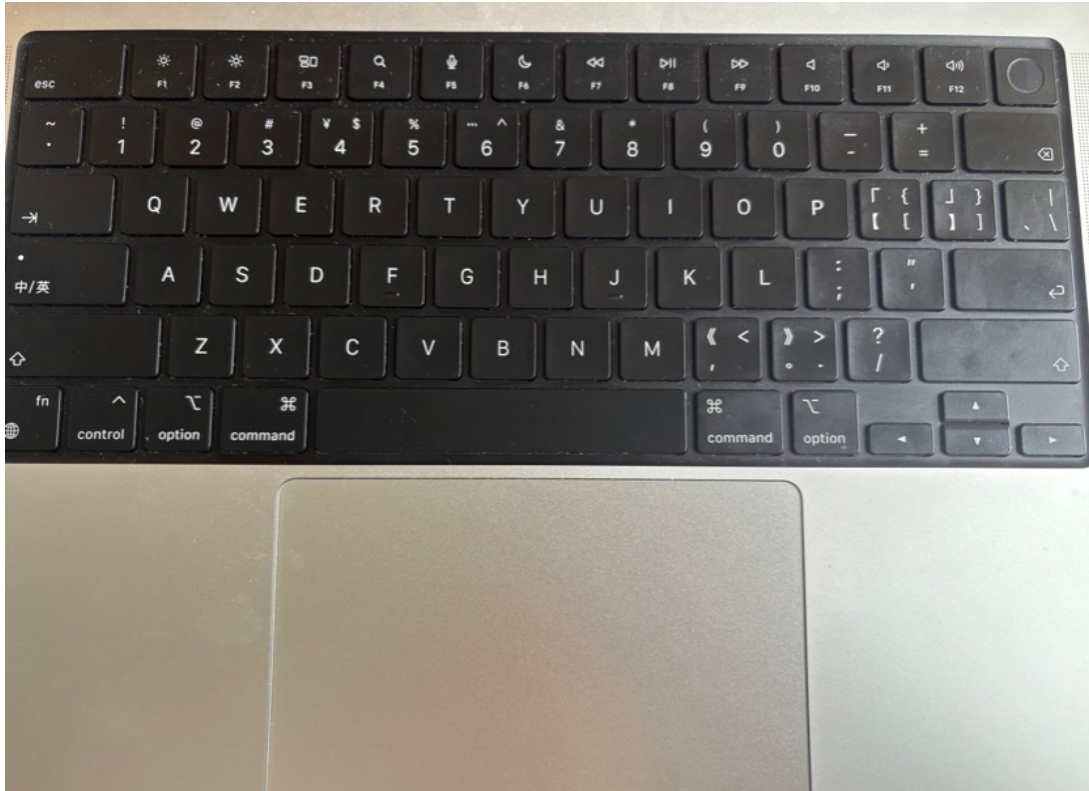


Figure 4. Macbook 2024. Photograph of my design prototype. Image by author, 2025.

iPad:

1. The iPad is smaller and easy to carry.
2. Its screen is very direct, with only one Home button on the front.
3. From the tenth-generation iPad (and the fourth-generation iPad Air), the Home button was removed, and the screen became larger.
4. The power button is on the top, and the volume buttons are on the side (up for louder, down for quieter).
5. Because the screen is large, it is suitable for drawing and handwriting.

iPhone:

1. The iPhone is the smallest and easiest to carry.
2. Its buttons are similar to the iPad.
3. It is mainly used for communication and social contact.

Signifiers

Signifiers are perceptible cues that guide people to use (Interaction Design Foundation, 2016). When an object's affordance is unclear or lacks perceptual information, signifiers play a role in auxiliary guidance. In the Sequential affordances proposed by Gaver (Gaver, 1991, p. 82), for example, a door with a handle can be perceived as a visible door handle, and the signifier here is the door handle (Kaptelinin, 2014); A sliding door is a "Norman door" (YouTube, 2016) without a logo, when the door is labeled with "push" and "pull", it is a door with perceptual information and affordance, and the labels "push" and "pull" are signifiers.

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