

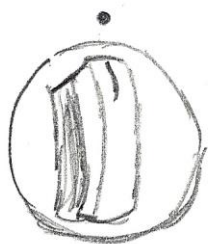
Natural Mapping

Dawn Grow

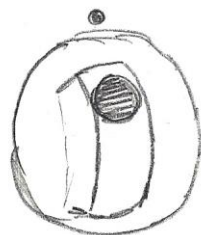
Art337R | Brother Iman

Natural mapping is a relationships between the object and the way if functions. In the words of Don Norman, “taking advantage of spatial analogies”. If the item is on the right, the control device is on the right; if you want an item to go up, pull up. This is related to grouping, proximity and patterns.

I chose to redesign my stove ‘knob’. I know that Don Norman used the stove and the location of the knob but I am not complaining the knobs location or the pattern they give for location. I am contesting the way that knobs works. The knob on the left is a normal knob, the one on the right is a double burner. The normal mapping of the heat varies from HI at 1 o’clock to LO at 11 o’clock. The double burners knob divides the rotation so the right side of the knob is for the double burner and single is on the left side. Normally I would turn the knob to about the 3 o’clock position to get a good heat going. With the double burner, that same position only gives me a medium-lo heat so when I come back 10 minutes later, my dinner is barely cooking. I propose that the knob be redesigned so that it has two parts on it, one for the smaller one and both for the double burner. Option 2 would be to have



option 1



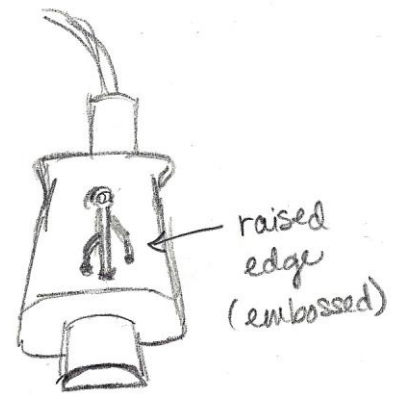
option 2

a button on the knob to engage for the double burner to function. This would enable my burner mapping to have the heat the same as the one on the left with the HI-LO going clockwise.

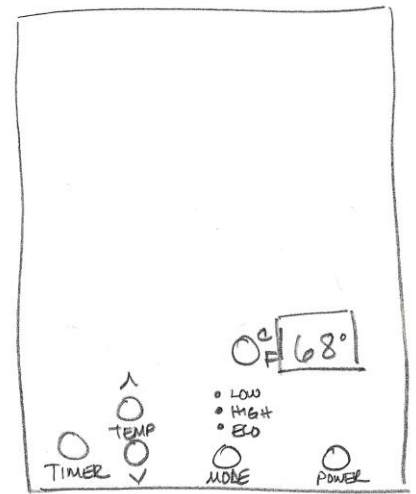




My second design would be my cord for my nexus. This would be the same kind of cord used for cellphones (not iphones). When I plug my device in at night to charge, it is dark (so hubby can still sleep) and I cannot see which way is up or down so I end up shoving the cord in and flipping it over to try again the other way, possibly damaging the port. I feel they need to have one side with an engraving or embossing of the symbol so that people in the dark or blind people can plug in things.



I had a hard time trying to find items that needed to be redesigned. A lot of it stemmed from the fact that a lot of items, I don't fully know how to use. This heater would be one of them. I decided to figure it out to see if it was workable the way it was. I was surprised to figure out that the mapping, though seeming simple, is a little messed up. When I look at this, I see the timer button, high button, low button, mode button, eco button and power button with the temperature showing. Once I played with it I realized that that is not the eco button, it is the temperature button for C and F. When the mode button is



pushed, it varies the light between high, low and eco. And for that matter, why does high and low need to be lit up pertaining to eco? The timer button and the temperature button (now that I know it is temperature) are fine along with the power button. The high and low button increase or decrease the temperature.