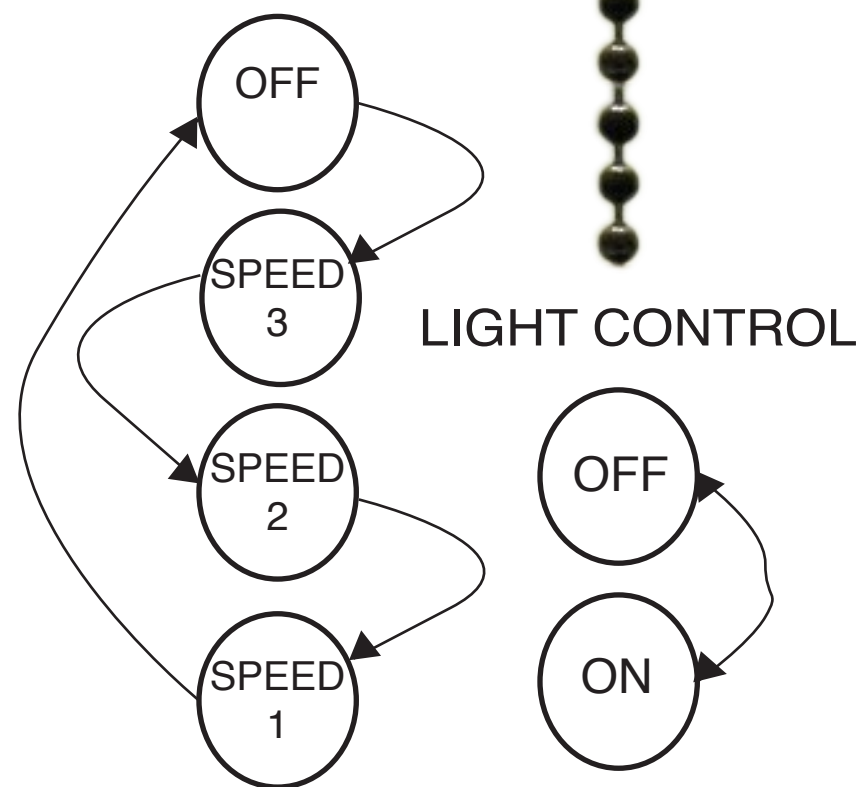# ORIGINAL

←

1. Only discrete settings.

2. No unity of time in feedback.

3. No unity of location in feedback.

4. No feedforward cues. Which is which?

5. Requires memorization.

6. Must know initial state.

7. Even more difficult in the dark.

REDESIGN

→

1. Continuous settings.

2. Immediate feedback.

3. Feedback proximal to action.

4. Mental model reflects internal state.

5. Requires no memorization.

6. Current state always known.

7. Tactile cues provide feedforward information.

FAN CONTROL

OFF

SPEED 3

SPEED 2

LIGHT CONTROL

OFF

SPEED 1

ON

EACH PULL CHANGES STATE

OFF
PULL!

LEVEL 1
KEEP PULLING!

LEVEL 2
KEEP PULLING!

LEVEL 3
WANT IT OFF?
PULL