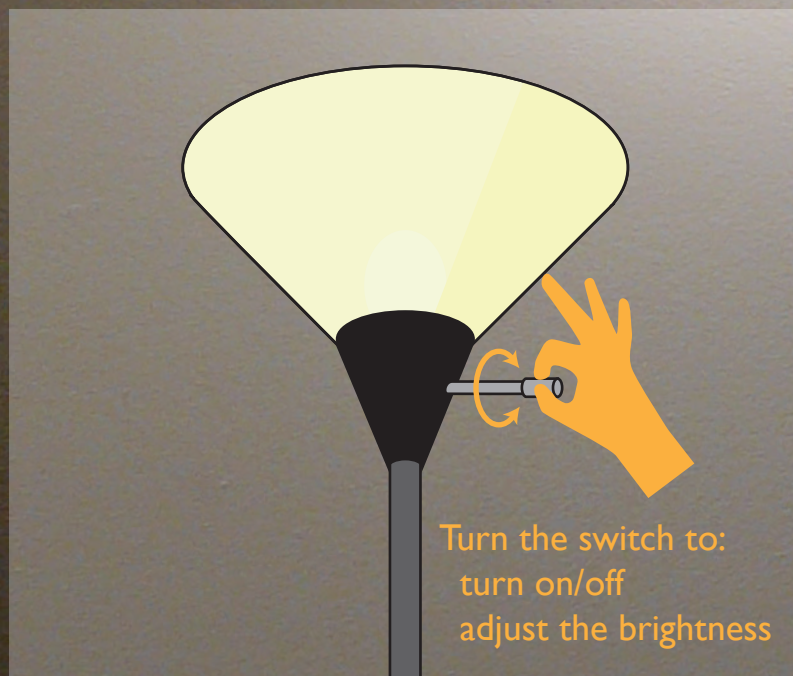


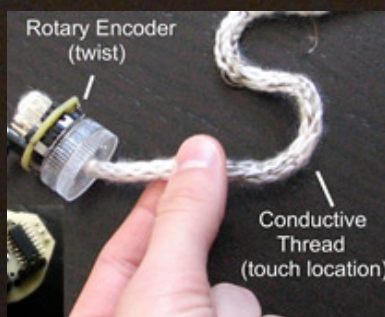
# Redesigning Floor Lamp Controls

## Challenges

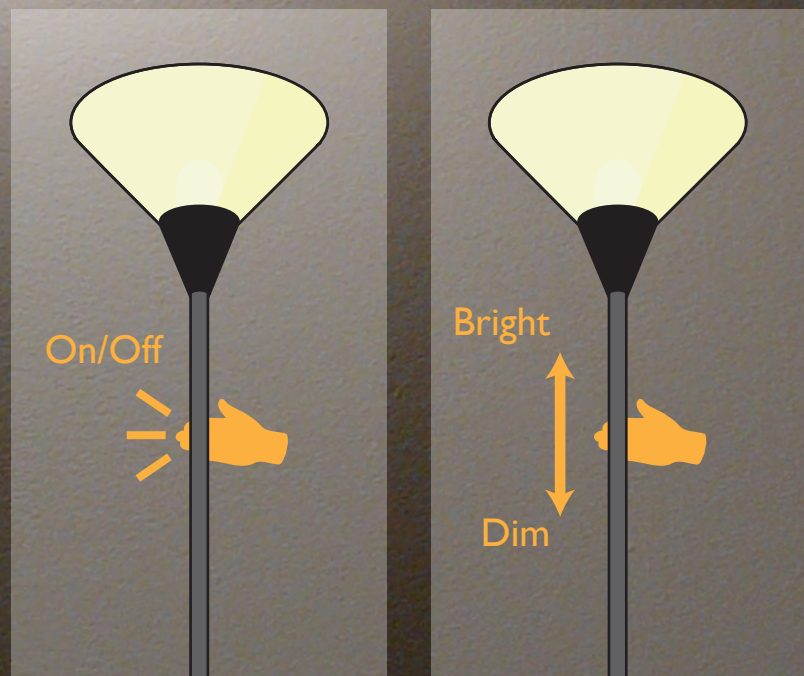


- Difficult to find in the darkness
- Too small to control
- Which way to turn?

## Similar Inputs



## New Design



- Tap the pole to turn the light on/off
- Slide to adjust the brightness

## Advantages

- Easy to find even in the darkness
- Natural mapping of bright and dim
- More accurate brightness adjustment with the large surface

*Eiji Hayashi  
Basic Interaction Design  
2011, Spring*