Design terms and concepts

Affordances are the perceived properties of an artifact that determine how it could possibly be used.

Visibility in the design of a system makes apparent to user the conceptual model of the system and the actions they are allowed to take.

Constraints are physical, semantic, cultural, and logical factors that encourage proper actions and prevent erroneous ones.

Feedback from a system provides information about the effects of users' actions.

Mappings describe the relationships between controls and their effects on a system.

Conceptual models are mental models of a system that allow users to understand the system, to predict the effects of their actions, and to interpret the results.