**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.