Affordance vocabulary

Accessibility – how easily a design can be used by people of all abilities.

Affordance – visual or physical clues that suggest how an object should be used.

Ambiguity – when a design's purpose or function is unclear.

Clarity – the quality of being easy to see, understand, or interpret.

Cognitive overload – when too much information overwhelms the user.

Consistency – keeping similar controls and layouts across systems.

Constraint – a feature that limits how something can be used to prevent error.

Discoverability – how easily users can find available functions.

Ergonomics – designing for human comfort and efficiency.

Feedback – a system's response showing that an action has worked.

Hidden controls – essential features not visible or obvious to the user.

Intuitive design – design that feels natural and requires no explanation.

Learnability – how quickly users can understand and remember how to use something.

Low affordance – when a design doesn't clearly indicate how it should be used.

Mapping – the relationship between controls and their real-world effects.

Mental model – a user's internal understanding of how something works.

Perceived affordance – what users think they can do based on appearance.

Simplicity – reducing unnecessary complexity in design.

Signifier – a cue or symbol that indicates possible actions.

Usability – how effectively and efficiently users can achieve their goals.