# Design Exercise
## 2019 MN Govt IT Symposium

It's time to applied what you learned about design. Go find an object and study its design. Remember, you can apply design concepts to pretty much anything, including: a door, a water fountain, a pen, a monitor, anything!

# Reminder of the design terms you now know:

- Affordance: How an object can be (affords being) used

- Signifier: An indicator or clue to using an affordance

- Feedback: An action or results that communicates that something happened

- Constraint: Things a design intentionally can't do

- Dependencies: Outside factors your design depends on but you can't control

# Jot down your notes on the design you studied here
Don't worry about covering every single aspect of the design, and remember most of these elements are subjective!

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|---|---|
| Object | |
| Affordances | |
| Signifiers | |
| Feedbacks | |
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| Dependencies | |