

Affordances	Description
Media	Read-ability, View-ability, Listen-ability, Write-ability Information on the IRB game will be shown in text and pictures. Additionally, users can view and read the information in the game. Users can also listen to the background music, beep sounds, pronunciations, and take notes. They can watch videos as well.
Spatial	Move-ability, Resize-ability, Zoom-ability Users can move around in the game and resize text within the interface. They can switch between maximizing and minimizing a displayed page and zoom in/out on pictures and screens.
Temporal	Accessibility, Play-ability, Synchronicity Users can access and play the game anywhere and anytime if and only if they have Wi-Fi or a cellular data connection. Users can access the game in real-time (asynchronous unless IRBServer). Saving to the user library will be available to users who create a profile.
Navigational	Browse-ability, Sort-ability, Search-ability, Link-ability Users will be able to browse other sections and topics. They can also search topics within the game. A topics menu on the side will allow users to sort topics and filter game requirements by met/unmet. Also, information will be displayed by a context suggestion feature. They can access additional resources via the use of links
Emphasis	Focus-ability, Highlight-ability The appropriate pictures will be used along with detailed information highlighting important parts/sections and drawing the users' attention to necessary sections. They can also take notes in the game.
Synthesis	Combine-ability, Integrate-ability Users will be able to combine elements of the IRB application within each level as part of a final activity (open backpack and combine all elements collected during that journey). They will also be able to integrate tools on each interface screen (map, backpack, binoculars). User journey can then be integrated into an LMS system)
Metacognitive	Monitor-ability, Reflect-ability

	Users be able to monitor their progress through the journey and track items they place in their backpack (ie. Progressive disclosure). They will be able to reflect after completion of each level to assess comfortability. They will also be able to share their milestones to their emails and take user experience surveys at the end.
Personal	Personalizability, Customizability The users can customize their profile to include a username and a profile picture if desired. The sign-in feature and bookmarking will allow users to save the progress and come back to it multiple times. The inclusion of an avatar or profile photo will add to the user experience.
Adaptation	Adapt-ability The interface can be altered depending on the time of day i.e. switch to dark mode at night. Based on user reflections additional resources will be provided on selected contents.