

Knowing where you are: Some websites show 'bread crumbs' at the top of the screen, the path of titles showing where the page is in the site oKnowing what you can do: what can be pressed or clicked to go somewhere or do something .On the web the standard underlined links make it clear which text is clickable and which is not oKnowing where you are going: If the system has an easy means to undo or reverse actions this is not so bad, but it is better if users do not have to use this 'try it and see' interaction.oKnowing where you have been: Most web browsers offer a history system and also a 'back' button that keeps a list of recently visited pages