

# Assignment 2

Q1:

**The main purpose of this assignment is for you to consider how a digital artifact has been designed based on the same conceptual model of an equivalent physical artifact.**

**Describe the conceptual model that underlie the design of:  
a personal pocket-sized calendar/diary (one week to a page)  
a wall calendar (one month to a page, usually with a picture/photo)**

**What is the main kind of activity and object they are based on? How do they differ for each of the two artifacts? What metaphors have been used in the design of their physical interface (think about the way time is conceptualized for each of them)? Do users understand the conceptual models these are based on in the ways intended (ask a few people to explain how they use them)? Do they match the different user needs?**

The activity and object that all of these devices are based on is keeping track of appointments and dates. Both have different purposes personal pocket sized calendar is just showing a week and the wall calendar shows you month at a time. They allow different amounts of vision into the future. For the pocket one you can see only a week at a time but you can put more information down on each day. The wall calendar allows a look at one month at a time but take a little space away on each day to record appointments. The pocket calendar is basically a week. While the wall calendar is a month.

The users do understand that each one is a different time frame and allows for different things to be accomplished. For the most part they do match the different needs. The ones that need more space to keep track of items that day can use the month planner. And the ones that want to use a full days schedule use the week at a time.

**Q2:** Now describe the conceptual models that underlie the design of: an electronic personal calendar found on your smartphone How do they differ from the equivalent physical artifacts? What new functionality has been provided? What interface metaphors have been used? Are the functions and interface metaphor well integrated? What problems do users have with these interactive kinds of calendars? Why do you think this is?

They are on a screen and are a little more portable in the case of smart phones or tablets. A shared calendar on the web is more like a month calendar except it is on the computer. The software programs that are used in the electronic versions of the planners have added functionality like reminders of important dates and the ability to take the planners with you in some cases so you can write down important dates in the far future very easily unlike the pocket calendar and very unlike the wall calendar.

The functions and interface metaphors are well integrated. The user can see how to turn the pages of the calendars very easily as well as the fact that there is space to write down their information. Users that are not familiar with electronic devices can be intimidated. They can also forget to save the items that they put in the calendar or know how to use the extra features like reminders. They can easily get frustrated when appointments are missed because they did not know how to use they functions correctly.

The major reason is users not understanding how the product works as a result of their intimidation or as a result of bad information given by the maker of the software. The software can either be poorly designed so that it makes it difficult to understand and use, or the software can have bad directions on how to use it.