Design Journal 1
Designs and Contexts

Artifact 1: Sofa Bed

Designed by someone else (Non-Computer)

1. What is the design and design choice?

The sofa bed is designed to serve dual purposes: as a sofa for seating and as a bed for sleeping. It typically includes a folding mechanism that allows it to be easily converted between these two forms.

Design Choices includes the type of mechanism used to transform the sofa into a bed, the material used for the upholstery, the size (to fit in small or large rooms), and the aesthetic style (modern, traditional, etc.). OBJ

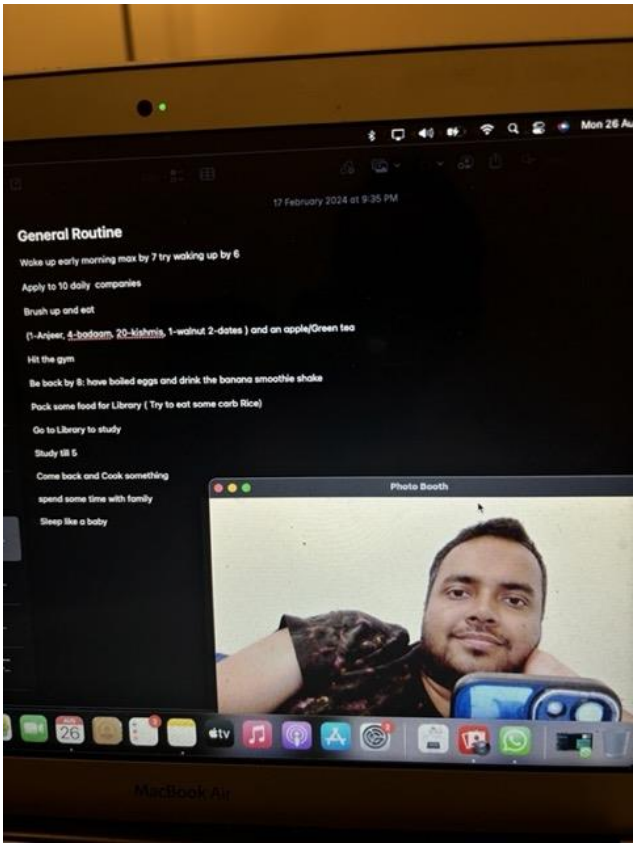
2. Keeping the designed thing entirely the same, what contexts make (or could make) that design good?

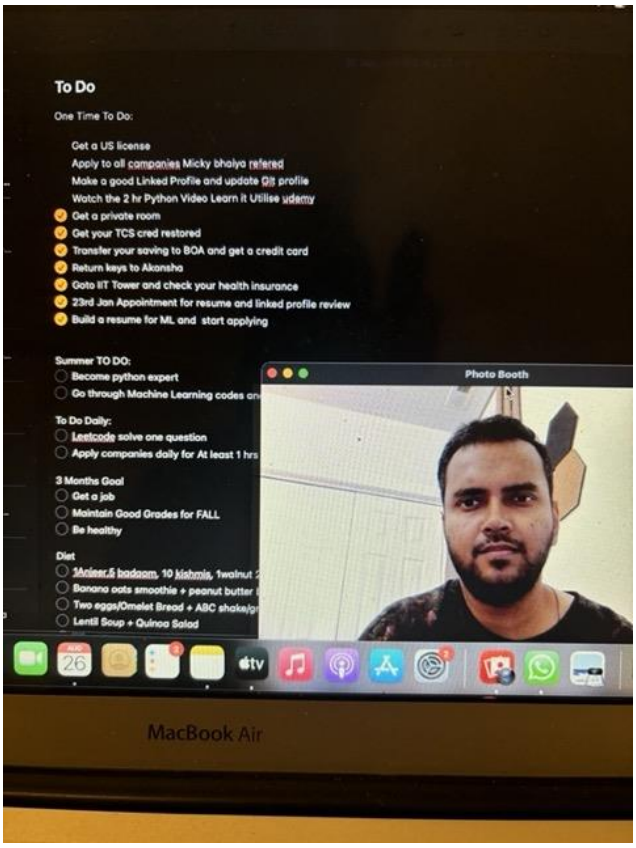
In small apartments, where space is limited, a piece of furniture that serves both as seating and a bed is really useful. In guest rooms, a sofa bed offers seating during the day and turns into a comfortable bed at night, making the room more versatile. It's also great for studio apartments or shared spaces where one room needs to function as both a living area and a bedroom.

3. What conditions make (or could make) that design bad?

In large homes where space isn't an issue, having separate furniture for a bed and sofa might be more comfortable and look better. If the sofa bed is used frequently, the folding mechanism could wear out quickly, making it less durable. Also, sofa beds might not be as comfortable as regular beds, which could lead to poor sleep quality if used often.

Artifact 2: Activity Planner





Designed by me (could be Computer or physical)

1. What is the design and design choice?

The planner is made to help organize tasks, appointments, and goals. It can have daily, weekly, or monthly sections, with spots for notes, to-do lists, and reminders. It might also include areas for prioritizing tasks, tracking habits, or setting goals.

The design choices include the layout type (daily or weekly), extra features like habit trackers or goal-setting pages, color coding for tasks, and the choice of materials like paper quality and cover design.

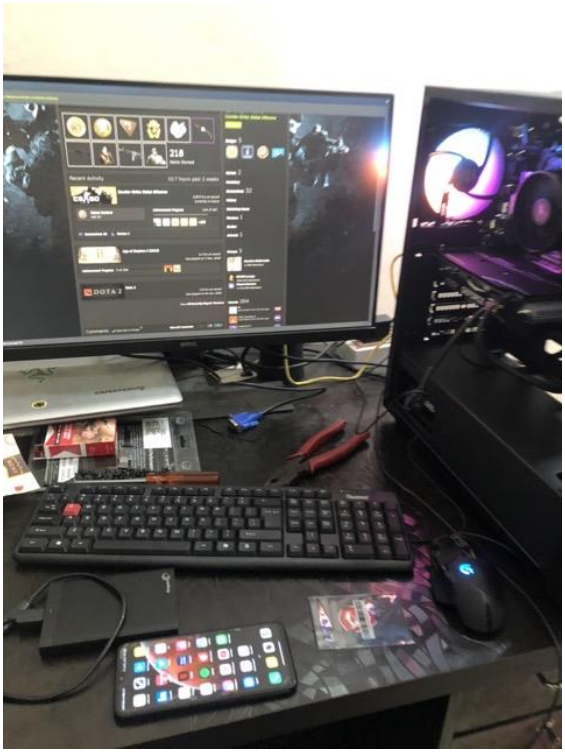
2. Keeping the designed-thing entirely the same, what contexts make (or could make) that design good?

Busy students or professionals who need to handle many tasks, deadlines, and appointments while balancing work, studies, and personal life will find it useful. Goal-oriented individuals who track progress on things like fitness, finances, or learning new skills can benefit from it. It's also great for people with various responsibilities who need to organize different parts of their lives, like separating work tasks from personal errands.

3. What conditions make (or could make) that design bad?

> If the planner's structure doesn't allow for flexibility, it could lead to stress if plans change or if tasks aren't completed as scheduled. If it has too many sections or features, it might become overwhelming and hard to use regularly. For those who prefer digital tools, a physical planner might seem cumbersome or redundant.

Artifact 3: Custom-Built PC



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Designed by me (Computer-y)

1. What is the design and design choice?

> The PC is built to handle specific tasks by using carefully chosen parts like the CPU, GPU, RAM, and storage. It also considers looks, including the case style, RGB lighting, and cable management.
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> Design choices include picking a processor (like an Intel Core i7), deciding how much RAM to use, selecting a high-performance GPU, choosing between SSD and HDD for storage, and picking the cooling system (air or liquid). The case design and lighting effects also reflect personal style and functional needs.

2. Keeping the designed-thing entirely the same, what contexts make (or could make) that design good?

> The custom-built PC is great for gaming because it can handle demanding games at high settings with smooth frame rates. It's also ideal for content creation like video editing or 3D rendering, as powerful components speed up processing times. For software development, the fast and responsive system helps with compiling code, running virtual machines, and managing large datasets.

3. What conditions make (or could make) that design bad?

If you use the PC mostly for simple tasks like browsing or streaming, the high-end parts might be more than you need and could cost too much. Also, custom-built PCs aren't usually portable, so they’re not great for people who need to work while on the move. Plus, they often need more maintenance, like cleaning the cooling system or handling software updates, which can be a hassle.

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