

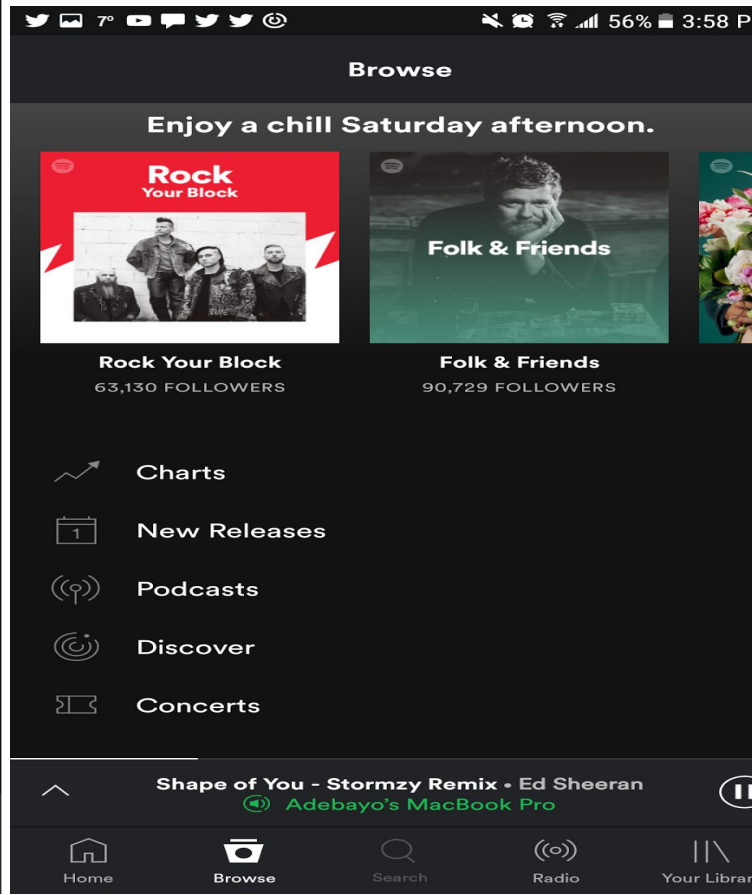
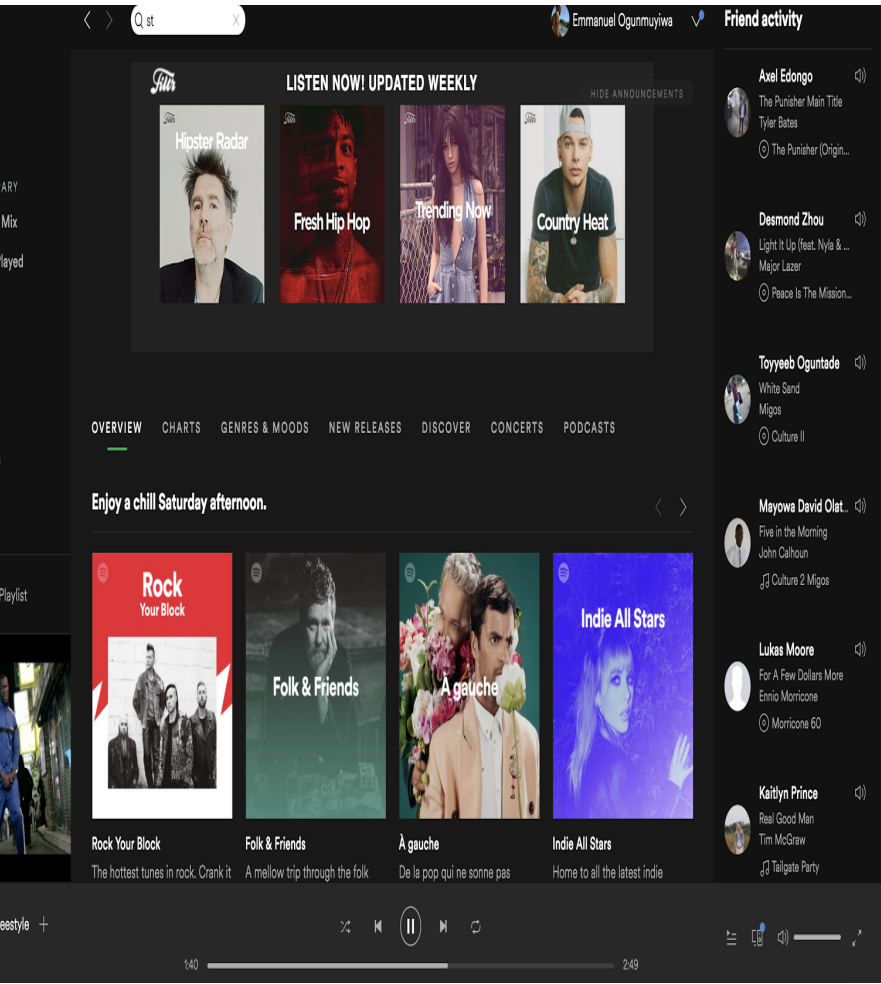
Part1

- 1. Provide a high level description of the conceptual model used by the selected music streaming software service. You should provide and refer to some screenshot of the software you choose to critique in your description.

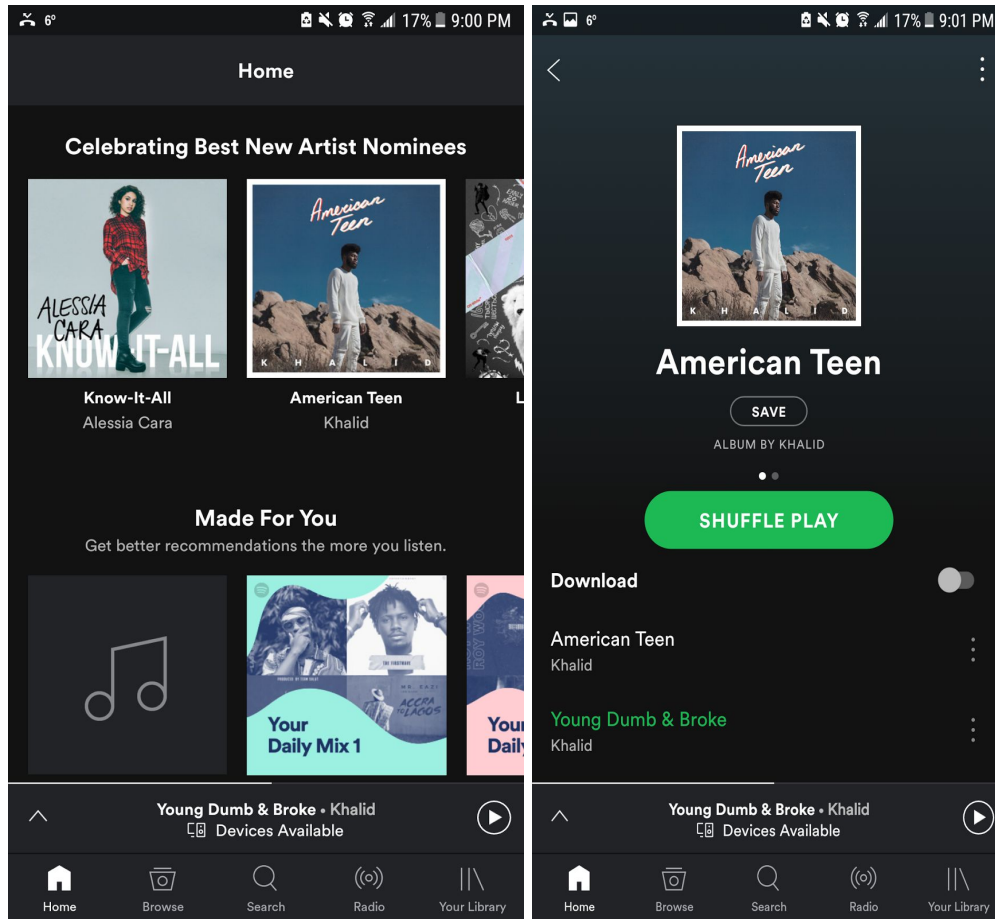
The selected streaming software service is known as spotify. In 2014 spotify redesigned there entire system to be a fully functional streaming service , with the option for searching , downloading and streaming music. To provide a sleeker and desirable user experience, spotify redesigned its user interface. My aim is to compare the IOS desktop app with the android app using the conceptual model.

Spotify uses Exploring as a base model. Where all information are structured to allow user flexibility and provide effect means for information exploration.

- On the desktop version more options and information are available to the user. the information catalogues are responsive and provides an idea of its function. When a user selects a genre or new release catalog, suggestion on music in the catalog are open to give the user an idea of the overall category.



- To play an album, first tap on the cover page as shown below:



To download an album unto your device, just click the download button.

2. Which Key metaphors and analogies are used by this software?

- The genre icons are represented using instruments that is representative of the genre.

3. What are the main task domain objects you can create and manipulate, and which attributes do these objects have?

- The main task of this app is to play music. Its function is to find, play/ listen and download music. The main task of Spotify includes; Search for music, Play and listen to music, Download music. Spotify enables each user to listen and play music. The purpose of the users are fulfilled because the app is able to display and play searched songs, provide suggestions based on users preference and successfully download songs onto users devices for offline purpose.

4. what kind of relationship exist between the conceptual model objects?

- There exist a relationship between all features in the app. From: genres which contains song, which are related to artists And albums.

5. What kind of operations are available for you to create and manipulate the domain objects, object relationships and object attributes?

- Songs : it could be downloaded , played.
- Artist: they could be followed;
- Playlist: it could be created, songs could be included, albums could be included.

Part 2.

1. Can you easily determine the function of the system ? How

Answer: Yes, the main function of the system is easy to determine. Its purpose is to play music and that future is satisfied.

2. Can you easily tell what actions are possible? How?

Answer: Yes. When the app is opened, All options are displayed, each options are intuitive and a responsive feedback provides further clue of the operation to be performed.

3. Can you determine the mapping from intention to physical movement?

Answer: Yes. Each operation are intuitive and there is a natural correlation between the operation and its action.

4. Can you easily perform actions? How?

Answer: Yes, Because the app has an intuitive mapping, there is visibility of all set of possible actions and feedback is provided for every possible action.

5. Can you easily tell if the system is in a desirable state?

Answer: Yes. It is easy to tell if the system is in a desirable state. Continuous feedback is been provided about results of actions.

6. Can you easily determine mapping from system state to interpretation ? How?

Answer: Yes. Spotify provides a physical representation that is directly interpretable in terms of intentions and expectations of actions. For example , when a user wants to play a song, the action is mapped to the play button and in turn the song is played.

7. Can you always tell what state the system is in? How?

Answer: Yes . Because the system allows the user perform actions required by intention , hence providing constant feedback on its current state.

8. Overall, do you think this software suffers from the Gulf of Execution and / or the Gulf of Evaluation? Please explain

Answer: the system suffers slightly form Gulf of evaluation. The gulf is small because the system provides representations that can be directly perceived in terms of expectations and intentions however, in terms of exploring the social feeds on spotify, the system does not present adequate information on expectations of the feature.

Part3.

1. Overall, do you think the software offers a good conceptual model? If not, how could it be improved?
 - The software offers a good conceptual model. The used model allows users to predict the effects of their actions and offers lots of information .However a couple of improvements could be made on the platform, which includes:
 - Improved filtered search results.The search result can be better organized. Spotify offers lots on information to give sense to results across different search sections. This feature gives the result the ability to utilize the full screen without the option of “showing all result” instead.
2. Does the system offer good use Visibility, in terms of its features and states the softwares is in? Could this be improved and if so how?
 - The system provides good visibility. With the aid of responsive feedback users are always informed on what state the system is in, new users are stepped through the process of using the software and each feature is intuitive .
3. How does the system make us of Mappings? Does it make use of Mappings? If not , how could they be improved?
 - Yes, the system makes use of mapping with leads to an immediate understanding of the software. In specific the system makes use of natural mapping, making a direct correlation between processes and actions. For example,”charts” display top charts.the search icon, leads to searching .
4. Does the system give appropriate feedback to the user about the actions the users can make? If not, how could it be improved?
 - Yes, spotify provides appropriate feedback to users in my opinion. Whether a song or phrase can not be found it displays the appropriate message, whenever a user creates a playlist, it provides suggestions based on pre-existing songs.
5. Does the system leverage signifiers in its design? How ? please give two examples of signifiers and the perceived affordance they make visible.
 - The system leverages signifiers to a good extent in its design. Examples include:
 - The search icon and space , refers to searching for music, phrases, etc,
 - The gener & mood icons, refers to the type of genre and what the mood it correlates with.

