



<https://open.spotify.com/>

- i. A metaphors is a set of user interface which can be visuals, gesture and procedures that user is already familiar with from another user interface. Metaphor can enhance usability of an application because user will have a sense of familiarity(e.g. logo, gesture) which can be easy for the user to learn.
- ii. The skeuomorphism is used here for e.g. Play/Pause button sign, previous/next button sign which is a universal sign that can be found on tv remote control, dvd radio player. It improved the user interface because even a new user who just use the platform would understand what the button does because it has been seen from other places in our daily life which help the user to get a hang of the interface easily.
- iii. Minimalism by removing all the excess recommendation by spotify even though this is a web view, the recommendation feels a bit overwhelming for user when looking at this page and it may be distracting for user.
- iv. From the literature, the author three objections of metaphor were too constraining, overly literal translation of existing bad design and limit designer imagination. Too constraining is like file systems because it is better to have user to instruct the system rather than the system instructing itself. Overly literal translation of existing bad designs are like online calculator but an example I can give is that qwerty keyboard which is a bad design but was implemented as phone keyboard. Limit designer's imagination is that designer wouldn't try new paradigms and model and would stick to the same paradigms and model.

References:

[https://www.sharritt.com/CISHCIExam/metaphors.html#:~:text=There%20is%](https://www.sharritt.com/CISHCIExam/metaphors.html#:~:text=There%20is%20a%20difference%20between%20a%20metaphor%20and%20a%20simile)

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- v. Instructing interaction task will be like using spacebar on keyboard to play or pause a song.
Conversing interaction task will be like able to search by song title or artist name.
Manipulating interaction task will be moving the mouse to the Play/Stop button to play/stop a song.
Exploring interaction task will be using the mouse to navigate to different page and component of the media player.

Word Count: 335