(Slide 2 – Negative Design)

An example of a negative design can be seen in the slide we have here – Keep it Simple and Stupid should be the focus. As a matter of fact, this app seems simple enough, you wouldn’t go wrong with a calendar. Point is, this app takes everything for granted. As soon as you open it, you have the complete month view and there is a floating button accompanying the action, which offers new events creation and other things such as notes, activity, event.

It's not immediately clear what can be done, one would tap on the day and then open it somehow, then the second screen happens, in which between the days there are meetings and arrangements or anything. One normal user would try to reach a back button or a different view, but it’s not clear where to go, so one has to revolve on the menu to go there. The visualization is a bit cluttered: content is on top and on easy zones only on month view – as soon as you reach another view, things can become easily cluttered and unbearable where there are many events like here

If you try to add an event, it’s not clear how to categorize such, with colors, categories or anything, with the keyboard basically covering the content and the details. Also, if you try fiddling with gestures, only tapping and double tapping will work for days, scrolling up and down for days and left and right for months.

For a normal user, it’s basically a mess and many would definitely abandon it, given in its simplicity, it completely misses the overall focus: being a calendar, hence keeping it stupidly simple. The users’ actions should be guided upfront, and the design should be even more minimal, maybe adding one or two more gestures and avoiding different views, even making them selectable in a different way would help a lot. It can be useful to consider a navigation drawer or bottom navigation bar to surface key sections (month, week, day views) while keeping content visible

Overall, this cluttered interface violates core usability principles for mobile design through its complexity, lack of clear affordances, and missed opportunities for optimized gestures and interactions.