**Four Design Changes to the Haptic Features of the Apple Calendar Application**

1. Events on the calendar have a different texture
   * Allows you to feel how much you have going on that day
   * tactile perception
2. moving events on the calendar
   * click on event, surrounding area expands out to isolate the event of focus and push away all other events. Speed of cursor slows.
     + Steerings law – increase target size and decrease speed of pointer.
     + Padding and Margin – moves the item of focus away from all extraneous items
     + Normal movement – movement is in precise control
3. “drag – drop” event notifications with your finger
   * events look like notes on a bulletin board – metaphor
   * kinesthetic movement
4. transferring events from phone to laptop
   * place phone on laptop and swipe up quickly to top.
     + haptic feedback – incorporates physical and touch movement
     + fitt’s law – swipe up to top of phone (creates an easy and fast target)
     + ballistic movement – swiping up event is not a precise movement.