Assignment:

The aim of this activity is for you to think about the appropriateness of different kinds of conceptual models that have been designed for similar physical and digital information artifacts: Compare the following:

A.) a paperback book and an ebook;

A paperback book was designed on a conceptual model of reading by turning a set of physical pages that are bound together. A paperback book is typically set up in the format of some short reviews/praise, other books by the author, a title page, the publishers page, acknowledgements, sometimes a table of contents, the actual chapters, and at the very end of the book. Sometimes there is an about the author section, a preview of the next book in the series or even an index. In a paperback book the covers are a thick form of the card stock, and usually printed with an illustration that catches the readers eye and says something about the book. While the ebooks are based on the metaphor of a printed paperback but with additional functionality. An ebook is downloaded from an online store as a file and stored on one device. The size of the text appearing on the screen can be increased and the brightness of the page can be adopted to suit the reader. There are also additional navigation functions that show how many pages have been read and how much of the book is left to be read.

B.) a paper-based map and a smartphone map.

A paper-based maps are designed as visual representations of a geographical area, such as a city, that are intended to help people find places and plan a route and navigate their way to an unfamiliar destination. They are typically based on a conceptual model of a 2D birds eye view of the physical world that the users look down on. Features of the environment are coded using schematic and concrete mapping that show relationships between the geographical elements. While the smartphone digital maps are based on a conceptual model of the physical map, using similar elements to show a geographical terrain. They can be used while stationary to plan a route which can be provided automatically and annotated on the physical map. They can also be used while walking or driving to show where the user is relative to the surrounding environment and how far they have gone and how far to go to reach their destination.