

conceptual design: why?

Daniel Jackson

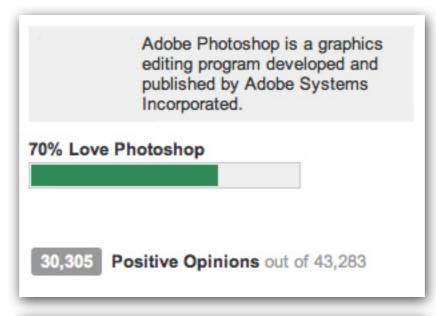
ratings

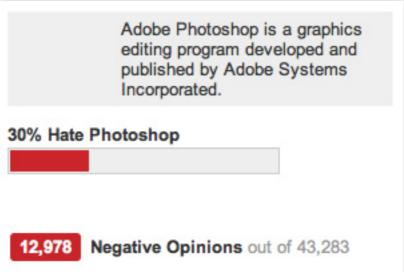


Adobe Photoshop Lightroom is a photography software program developed by Adobe Systems for Mac OS X and Microsoft Windows, designed ... <u>»</u>

11% Hate Lightroom

Negative Opinions out of 2,632





Adobe Acrobat is a family of computer programs developed by Adobe Systems, designed to view, create, manipulate and manage files ... <u>»</u>

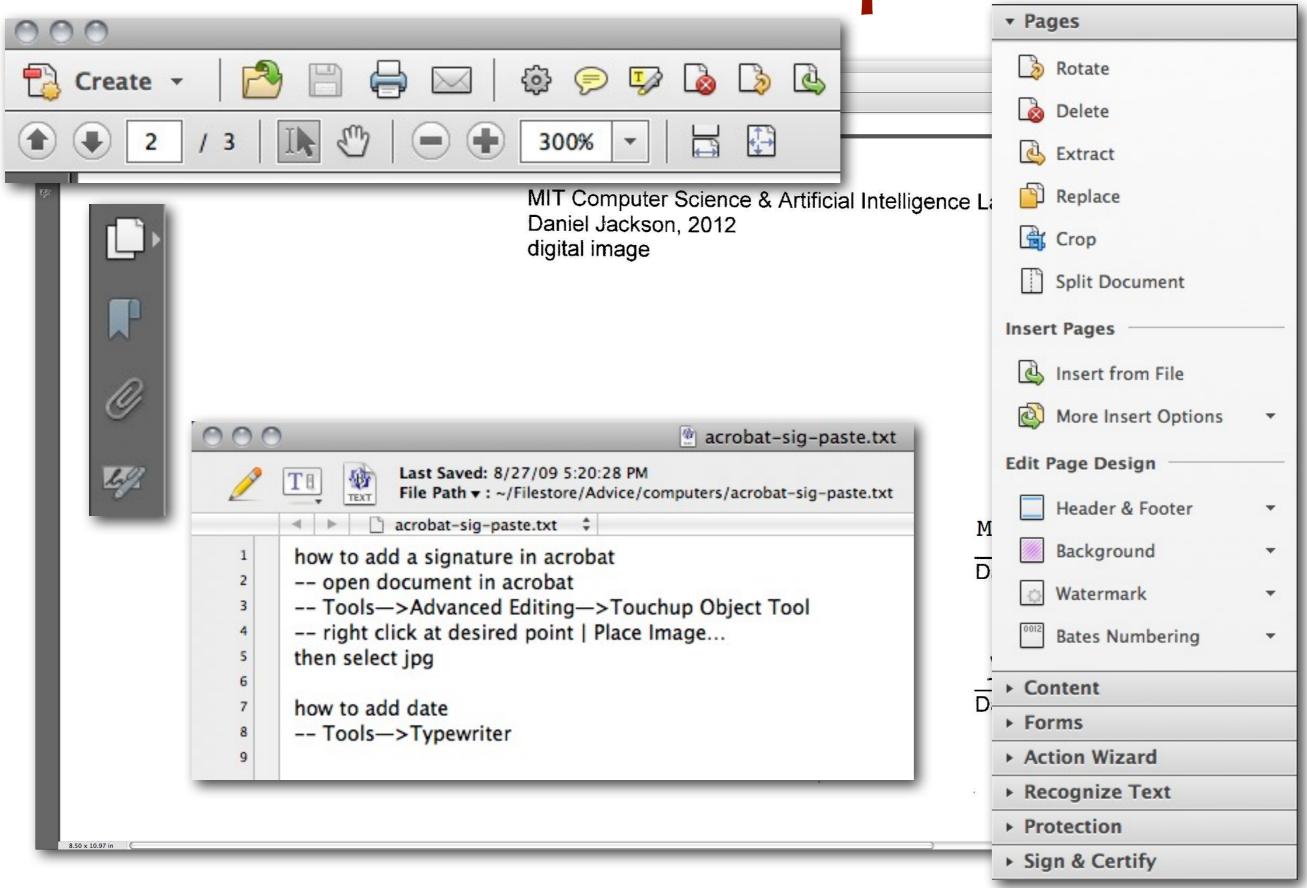
47% Love Acrobat

Positive Opinions out of 444

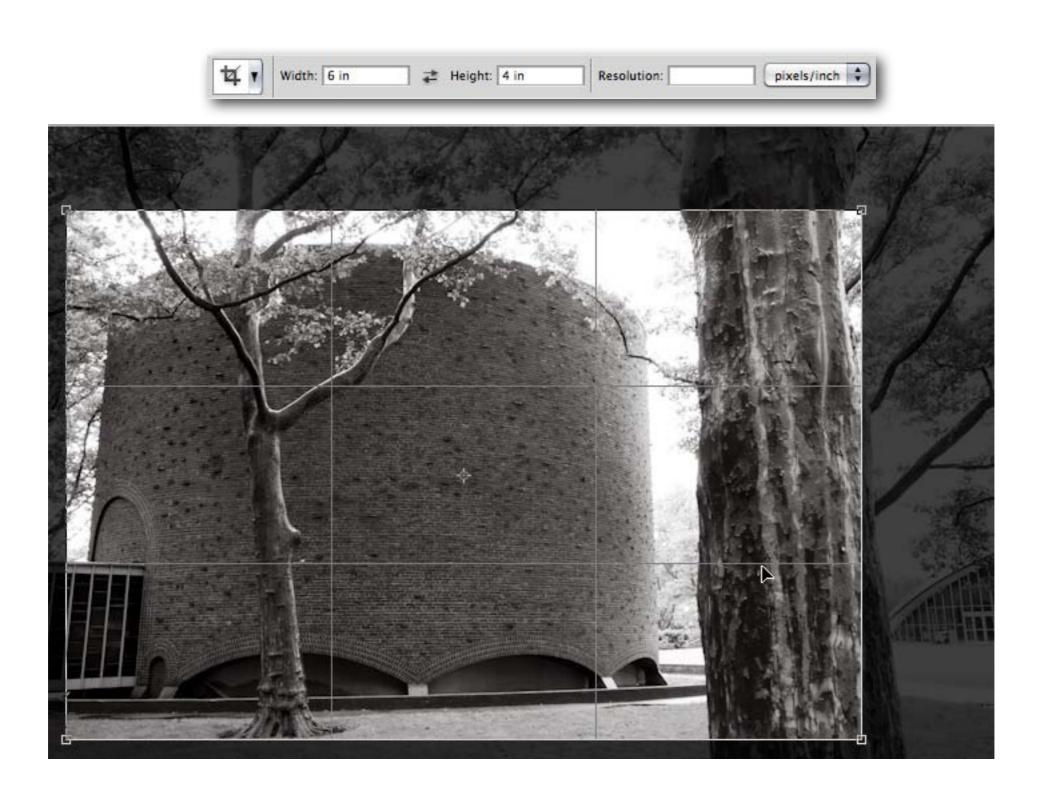


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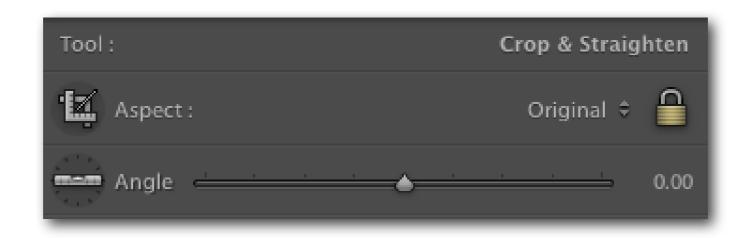
adobe acrobat pro



cropping in photoshop



adobe lightroom





charm & style

Screenshot from MailChimp removed due to copyright restrictions.

skin deep?

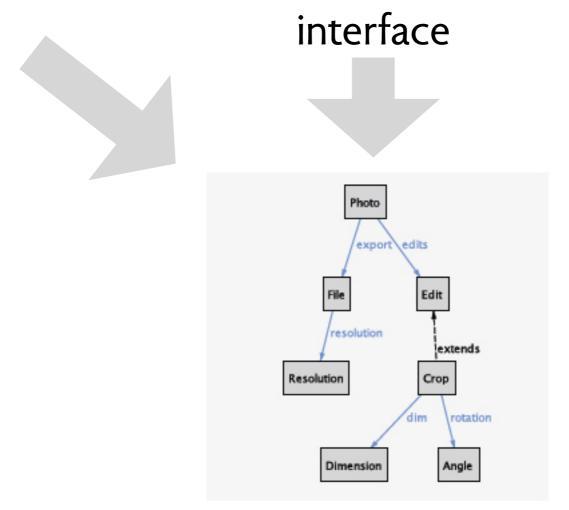




Screenshot of Microsoft Word's "Clippy" removed due to copyright restrictions.

Clippy 2003-2008 *RIP* Lightroom architecture diagram removed due to copyright restrictions. See Troy Gaul's presentation for reference image.

code



conceptual model

putting it another way...

"make your abstractions robust" but which abstractions?

weak concepts	strong concepts
hard to use	intuitive, predictable
a mess to maintain	decoupling & localization
unreliable & buggy	more dependable

standard (good) practice

thinking & sketching simulating features

normal design practice copying good ideas

evaluating products user feedback

discarding failed designs "refactoring"

Photo of Steve Jobs, speaker of the quotation, removed due to copyright restrictions.

To design something really well, you have to get it. You have to really grok what it's all about. It takes a passionate commitment to really thoroughly understand something, chew it up, not just quickly swallow it. Most people don't take the time to do that.

non-standard (better) practice

being explicit

focusing: what are the concepts? relating: how are they related to each other? analyzing: what properties do they have?

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