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CS465 HW4
Who is the audience for your particular phone?

The audience of the phone is office worker or people who travel a lot regularly during working hours. People who work around the clock. PDA users.

What is the motivation for your design?

Office worker who spend a lot of time regularly traveling, usually need to be productive even when they are away from office. So the current phones usually try to simulate working on a computer.

How is the motivation rendered in the design of the phone?

The ability to simulate a personal computer like environment on a mobile scale requires the phone to have ease of use in navigating and input. Since personal computer usually tend to have large display, the phone will simulate this by having 2 large touch screens.

Does the design allow for completion of the intended task?

Once the phone is opened, the phone will operate like a dual monitor personal computer. Application will take up one of the screens. This way, the phone can simulate a personal computer environment more closely.
Draw a scenario of the phone being used. Be specific with both sides of the interaction and the details of the scenario. How many button presses are necessary for the interaction? Where does the user carry the phone? Is it embedded in clothes or a separate object?

An office worker needs to go to visit another branch office. On the way, the person needs to call some people and check their documents. The phone works like a normal phone if it is not opened.

Once it is opened, the 2 screens work as 2 screen monitors computer. Both screens will have touch screen. The user can open the document using a word processor application. Document application can be set to use both screens with a press of a maximize button. A page is opened on 1 screen and the next page is opened on the other screen.
While working, sometimes a person needs to look at a document while talking, so the person needs to use a handsfree device. The handsfree device can be pulled out of the side of the phone. The device can then be placed in the ear and be bent to fit the user's ear. This way the user can talk while having the phone running different application simultaneously. Having the handsfree device embedded onto the phone makes the phone much more portable since user doesn't have to carry the handsfree separately like usual phone nowadays.