1. The title of Chapter 7 is “Keeping It Simple”. What do the authors mean and how does it relate to designing software?

2. Why, according to the authors of Chapter 7, do conventional newspapers survive while online news has yet to achieve its potential and remains dependent on conventional newspapers?

3. What is a genre and how is it used in software design?

4. “…there are other designers who, for a variety of reasons, set out to penetrate users’ defenses by scattering misleading clues” (page 136). Describe a specific example of something that attempts to be misleading by using misleading peripheral clues. Note that what we are looking for here is something that is more subtle than explicit misleading (lying). The example could be printed material, television, radio, or software. If possible, bring it with you for next week’s discussion.

5. What are design footholds?