

CMSI 370-01
INTERACTION DESIGN
Fall 2013

Assignment 1 | 26 Feedback

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2b — You have put together some functionality that has the potential to become wrapped inside a jQuery plugin. However, because this has not been done yet, many questions are left unanswered: what is the scope of your widget? What is the caller's responsibility, and what is the plugin's? What parameters must be sent? What CSS is reused by the plugin, and what is not? The reason *2b* is included in this assignment is that, as a reusable unit of code, you can't just dive into it and start coding. You need to go on a design process that defines what you are about to do first, ideally informed by the interaction design content that we have seen in class. Your work does not show evidence that this has been done to an appropriate degree. (/)

3a — Although you show increased knowledge in how user interfaces are constructed in this assignment, the construction was not in the direction specified by the homework. In a sense, what you did here remains on the same level as the RPG assignment; what this assignment intended was for you to advance this knowledge beyond that. You have moved horizontally, not vertically. (/)

3b — You show additional event-driven programming knowledge here, and the use of the jQuery UI library is a good thing to learn, but again you did not apply these within the context of a self-contained jQuery plugin. You should do your event-handling in that context in order to go higher here. (|)

3c — Your code somewhat respects MVC, but your HTML shows some mixing of inline CSS that typically is not acceptable. It *might* be acceptable depending on your design intent (e.g., with *boxes-touch* it had to be done that way because we have arbitrarily positionable boxes), but because this is not known (see *2b*), we lean on saying that this is not appropriate, it hurts this proficiency. (|)

3d — You show some breaking down of higher-level user activities into lower-level ones, but because you used the jQuery UI library, you miss the opportunity to *truly* show expertise at lower-level event handling (i.e., handling at the mouse coordinate level). (|)

4a — Your code, even as designed, retains some bugs. You know about the one where you can only drag-and-drop once; I spotted another one, related to *4b*, in which pressing the Enter key is not actually the same as clicking the *Send* button. That, plus you have not yet accomplished the key steps of packaging your code as a jQuery plugin and integrating it into your RPG app. (/)

4b — Your code has many separation-of-concerns issues, even outside its non-jQuery plugin format. You have an instance of duplicated code; your CSS file mixes up widget-specific and page-wide styles; your chat widget implementation uses IDs instead of classes, thus preventing you from having multiple chat widgets on the same page (it's within reason to have multiple concurrent chat sessions, right?). Don't think of this assignment as a single program; think of it as a reusable package of code (the drag-and-drop text field or chat area) with two demonstrations using that code (the standalone page and the RPG web app). Note how I'm not even clear on whether the widget portion includes the chat area or if it is just the text field—that's an effect of not having the lines cleanly drawn in your code. (/)

4c — Your HTML and CSS code are decently indented and space, but your JavaScript code needs a lot of attention. I won't say more here because most of the details are in my inline comments. Look at those to see where things went wrong. (/)

4d — You showed some good independence with putting together this chat room code and finding jQuery UI, plus asking me questions when things went wrong. It seems that you haven't had the time to follow up since then. If you keep things up better you would do fine here. (|)

4e — Your commit frequency and timing, even for the time of the semester, are a little on the short side. Messages are nice and descriptive at least. (|)

4f — Not fully submitted on time (extension to December 2): integration with RPG app is not seen. (+)