Assignment 1127 Feedback

Due to time constraints, feedback has been limited to an overall assessment here with accompanying proficiencies. If you have questions on what you see here, please let me know.

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You've chosen more of a platform rather than any single device or application for your dream design, and if done right can lead to broad, paradigmatic ideas on how users interact with systems. You generally get started there, but ultimately stop too soon—note that it is not the mere *presence* of capabilities or features (Kinect-like cameras, interconnected screens, speech recognition) that constitute the design, but *how they are used* and *how they present themselves*. Instead, the paper focuses on *what* the user can do, like audio control, light switch integration, security cameras, etc., making the balance between utility and usability swing more toward utility than desired. Instead of saying that "a user may choose to have a song…play as they open the front door…maybe even pairing it with specific lighting and temperature settings" (end of first paragraph of "Usage Scenarios" section), the paper should instead be describing *how* that association is to be done. Is it a text command? A gesture in front of a Kinect camera? *That* should be the focus of this paper, a few times over for the assorted scenarios that you describe.

Beyond that, you make decent reference to assorted principles of ubiquitous interaction design, both from the class and outside—all the more making the lack of actual design detail kind of a missed opportunity here. As a result, your metrics forecast also tends to be somewhat general, relying on the typical characteristics of natural language and graphical user interfaces, rather than building on *specific* design elements that you have envisioned specifically for this platform.

1a — |

1b — +

2b — /

4d — +

4e — / …Two commits for a major paper within two hours of each other—not the way to work.

4f — +