

CMSI 370-01
INTERACTION DESIGN
Fall 2015

Assignment 1 | 24 Feedback

Ed Seim

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Notes while reading (asterisks indicate major observations):

- I like the notion of performing tasks without looking at the screen. I can't quite point it toward an established principle off the top of my head, at this time of night, but it feels right. (1b)
- Shifting the watch to the menu interaction style sounds very similar to the original iPod user interface. Not necessarily a bad thing; just an observation. To carry on the theme of allowing operation without looking at the screen, you might want to use the Taptic Engine to provide touch feedback indicating changes to the highlighted menu item. A user who knows the user interface well can then just "count the taps" to navigate through the menu hierarchy, sight unseen. (1b, 2b) ...just to be clear, that's my idea, not yours :)
- Good examples, all of them. (1a)
- Having a major indicator for the currently selected item is...feedback. My Taptic Engine navigation idea is also based on feedback. Your preference for physical buttons is also based on feedback. Just sayin' (1b, 2b)
- What, it's over??? It was going well...so much more that you could have said... (4d)

1a — + ...Your descriptions of what the user needs all sound spot-on to me.

1b — | ...You don't really get into explicit mention of concepts until the last section, then just like that it's over. It was going well; just want more of it.

2b — | ...Same here. There are some good design decisions prior to Section 4, and although they are not explicitly based on principles or other course concepts, I can see where they can come from. But, yes, we do want to be more explicit. And we want more of this, in my "dream Section 4" version of your paper :-/

4d — | ...You definitely used various sources. But you could have cited them more explicitly too.

4e — +

4f — +