

**CMSI 370-01**  
**INTERACTION DESIGN**  
Fall 2015

## Assignment I 124 Feedback

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*Notes while reading (asterisks indicate major observations):*

- Use of Wallhaven is OK; not quite an API, but functionally very similar to Giphy.
- So the paragraph describing how you would change the user interface is understandable enough, but there is no rationale for why you are making these changes. And when you state a reason, it is not driven by usability—for example, you said you'd deprioritize Forums, but you're doing that because you don't think it's necessary: that's a *functionality* issue, not a *usability* issue. (1a, 2b)
- \*\*\* OK, so in the final analysis, what you describe here *is* a design, and perhaps a dream one, but nothing is being said about *why* the design is that way and *based on what guidelines, principles, or theories*. Effective interaction design, I've said many times in the class, isn't just about arranging things on the screen—it is about doing things *with good reason* and *based on an understanding of how people interact with systems*. In a sense, this document is only partially done—it needs to now talk about *why* your choices have been made, from the perspective of usability. (e.g., the metrics) (1a, 1b, 2b, 4d)

1a — / ...Very little is actually said about how the proposed design might line up with a user's mental model for what a wallpaper image site should be.

1b — — ...Not a single formal concept from the class is stated or described in an effective manner.

2b — — ...Without any concepts mentioned, there can be no design decisions either.

4d — / ...It is good that you identified a real-world website that inspires you to change things up, but beyond that, the use of information from the course is just not there.

4e — — ...Presumably this needs no explanation.

4f — +