

CMSI 370-01
INTERACTION DESIGN
Fall 2015

Assignment I020 (due I022) Feedback

All applicable outcomes can now reach maximum proficiency values with this assignment.

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Notes while reading your portion of “Media” (Typical Appearance, Typical Behavior, Events, Audio Media Settings, Android platform):

- Two significant issues with the *Typical Appearance* section: first, it is not written in the proper tone. The intent of this entry is to form an “encyclopedia” of user interface components, and thus the voice should be more narrative, less perfunctory. (2a)
- Second significant issue: for a section with “appearance” in the title, an absence of illustrations sticks out quite a bit. Between the terse exposition and the lack of illustration, “appearance” is very weakly conveyed here. (2a)
- The *Typical Behavior* opening paragraph exhibits the same issues as *Typical Appearance*. (2a)
- Furthermore, the opening paragraph appears to convey an *extremely* specific use case—looks like an audio player with an associated song list. Media components, even “typically,” appear in *many* more varieties and situations than that. (1a)
- The *Events* actually reads a little bit more like what the *Typical Behavior* opening paragraph should have been. And as it turns out...it almost is! The third and fourth sentences of this section are nearly identical to the last two sentences of the *Typical Behavior* opening paragraph! Sorry, no, that makes this even less of a section than it should have been. (1a, 1b, 2a, 2b)
- In *Audio Media Settings*, the given controls again lean toward some very specific use cases, particularly a music player. Would an audio player be identical if, say, it were playing an audio file embedded in a web page? Or maybe if the content were live audio? Or, even if not live, just streaming? In these situations, only “Settings” and “Details” may be applicable, or perhaps not at all. It sounds like you are unclear on the idea of a reusable media component here, independent of a particular use case. (1a)
- In the *Android S5* section, this trend of having too specific a use case continues under “Music.” “Video” sounds more general, but probably also because video components do appear in more varied settings than audio components, and so you have more firsthand experience with that. (1a)
- The bullets in these sections are missing a containing ul element. This is what allows them to line up and indent properly. (2a)
- A key idea behind displaying platform-specific instances is to show how they *look* different. And here again, the dearth of images is a very serious shortcoming to how this section is presented. (1a, 2a)
- Speaking of what’s different, the written bullets for *Android S5* do not actually convey anything *different* about how these components appear or behave under Android S5. The bullets could very well describe audio and video components in Windows or Mac OS X, or any other modern, media-playing operating system. Again, this kind of misses the point of having a “platform-specific” section. (1a, 2a)
- No references are listed to back up the content that you provided, not even something Android-specific. This seriously weakens the authoritativeness of your contributions. (4d)

1a — / ...Your work conveys a *use case*-level mental model of media components, and not a more general *reusable* model where audio and video can appear in a variety of contexts.

1b — / ...Although one might argue that the sections you contributed to do not explicitly invoke course concepts like the *Priority Metrics* or *Key Characteristics* sections do, these could still have come through. The

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Typical Appearance section, for example, could mention design decisions that are motivated by guidelines or principles. Same with *Typical Behavior* and *Events*. Most of all, the platform-specific *Android S5* section could have invoked Material Design or the principles behind that.

2a — — ...Between the writing tone, repeated content, and lack of images when they would have been absolutely valuable, the execution of the content itself leaves much to be desired.

2b — / ...Alongside 1b, if there aren't any course concepts on which to build discussions or draw conclusions, then there aren't really any discussions or conclusions either.

4d — / ...Not only are there no references, the submitted content also doesn't hint at actual *use* of references that don't happen to be cited.

4e — In collaboration with Summer, you successfully issued a pull request. You've paced your work fairly well, with decent descriptions (and note, you don't need to add your name to the messages because it's clear which commits are yours anyway). The first commit landed just a day before the due date, however—try to manage your time better. I'll leave this be because you seemed to have at least done a decent chunk of work on the first day, rather than cramming it all in on the due date. (+)

4f — Submitted on time. (+)