**COMP3900/6390 Marks and comments for Assignment 2: Group 10**

Part 1:

Description of exhibit (5): 5. Great description. An interesting exhibition to choose!

Concept for the online interaction (10): 6 What is the objective of your online interaction concept? Consider providing more information about its purpose as a game-based or learning-based interaction. You provide an interesting list of features, however it be useful to have more information about how they relate together as a coherent design concept or idea.

In the previous section, you mention that you are focusing on the picture of the camellia for your online representation, however in this section you broaden the scope again to the wider exhibition of gifts?

It would be helpful to have further reasoning about why you have chosen particular features. For example, you are proposing a 3D virtual tour, however I am unclear about the purpose of this if the artwork itself is mostly flat 2D paintings. Additionally, a 3D tour might not be accessible for visually impaired users, which is a focus of your scenario.

Providing more references to scholarly sources/substantive external references would assist in building a case for your design concept.

Part 2:

Situation (5): 3. Consider providing additional detail for the situation such as what/when/where/why the situation is taking place. Why has Jasper finally decided to take time out of his “busy life” to look at the online representation? What does he hope to find out? Additionally, what makes him visit the website first instead of going straight to the physical exhibit?

Persona(s) (5): 3. You have provided some interesting insight into your persona and why he would be interested in the gallery at Parliament House given his interest in Chinese art. It would be useful to have more details about him, for example: does he live in Canberra permanently? Or is he a short-term tourist from China?   
  
It seems like you are trying to cover a lot of different user groups with one persona given that Jasper “knows little about computer” AND is vision impaired AND is most comfortable using the system in Chinese. Perhaps consider splitting these attributes out into different personas?   
  
Additionally, if this user is vision-impaired then he might be using the website with a screen reading tool or the help of a carer/assistant, which is not described in your use cases.

Use-case (5): 3. Each use case should describe a specific task that they user is trying to carry out or goal that they are trying to achieve. How does the task/goal relate to the broader objectives of the design concept as a learning or game platform?

Your use case scenarios should be considered more from the human user perspective rather than the system perspective and focus on the quality of the \*interaction\*. What are the personas thinking? What are their reactions to the system- how does it make them feel? Can they carry out the desired task/goal?

Part 3:

Marks based on quality of presentation (clear, easy to understand, easy to see the pathway of the use-case) and match with parts 1 and 2 (15): 10.  
  
Good effort for your prototype, some of the images look really good (particularly 12 and 13). Your idea and implementation demonstrate creativity and originality. A couple of suggestions:

* The prototype feels a bit fragmented because there are different looking font styles and navigation bars on each page. The screen size also appears to be inconsistent.
* It is also hard to navigate through your use case using the paper prototype (for example, where is the button in figure 6 that leads me to the virtual tour?) This creates the impression that we are looking at separate pages rather than a coherent design concept.
* While your intended audience includes visually impaired users, it is difficult to read some of the headings (e.g. red font on a blue background) and some of the text is too small on some pages (for example, text at the bottom of Figure 13). If I am on figure 13, can I adjust the font size from this page?

Part 4:

Design decisions (10): 3. While you have spoken in great detail about how you would technically implement your system, we were looking for a more nuanced discussion about the choices you made when formulating your design concept. For example, why was the concept created in this way, and why was this representation selected rather than alternative design solutions? What are the strengths and weaknesses of your design concept? What possible future directions do you envisage for this design/prototype?

Scope discussion (5): 2. Your scope discussion could include more reasoning about why you have included and excluded particular features. Why are these ‘in-scope’ features important to your prototype as a learning/game interaction? Similarly, why have you made the *design* decisions to exclude certain features? Additionally, think about the scope in terms of your design concept as a learning or game interaction. For example, why are the zoom in/out functions out of scope?

Total (60): 35/60