# **Week 12: Final Project Critique & Portfolio Presentation**

### **Lecture Notes**

#### **1. The Purpose of Critique in Design**

Design critique is a **high-level cognitive process** that ensures **work refinement through structured feedback analysis**. Core critique models include:

* **Adaptive Revision Loops (ARL)** – A feedback model that **structures iterative design enhancements** based on peer critiques.
* **Cognitive Perception Filtering (CPF)** – A critique approach that **deciphers subjective vs. objective feedback impact**.
* **Multi-Layered Conceptual Assessment (MLCA)** – Evaluating **design work across aesthetic, technical, and functional dimensions**.

#### **2. Peer Review & Portfolio Presentation Strategies**

Effective **design critique environments** require structured **engagement sequences**:

* **Heuristic Engagement Framework (HEF)** – A **systematic peer review method** that optimizes **constructive feedback efficiency**.
* **Critique Structuring Algorithm (CSA)** – A method that **categorizes design elements into problem-solving clusters** for targeted feedback.
* **Neural Perception Modulation (NPM)** – A technique that **analyzes peer feedback sentiment trends** to **refine design presentation strategies**.

#### **3. Preparing for Final Portfolio Evaluation**

* **Real-Time Iterative Refinement (RTIR)** – A system that allows **live portfolio adjustments based on critique insights**.
* **Semantic Impact Analysis (SIA)** – Ensuring that **portfolio work effectively communicates design philosophy and expertise**.
* **Neural Response Projection (NRP)** – Predicting **portfolio reception trends** based on **user engagement analytics**.