

CMSI 370-01
INTERACTION DESIGN
Fall 2015

Assignment I020 (due I022) Feedback

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

Vic Frolov

VicFrolov / vicfrolov@gmail.com

Notes while reading:

- “Plethora”—one of the most overused words in college writing :) (2a)
- The state diagram’s “states” aren’t quite that...this requires some refinement, but is decent in its current form as a start because the task switcher itself has some key differences from other components like buttons, check boxes, etc. (2a)
- Very good, I was wondering if you realized that OS X’s Mission Control is a form of task switcher, and you did, in the *Variants* section. +(1a)
- On the other hand, I was also wondering if you realized that the OS X *Dock* is also a task switcher, and you missed that one. This is pretty glaring, because short of the menu bar, the dock is perhaps the most prominent and constant aspect of the OS X user interface. You may say that it is more of a task *launcher* than a switcher, but that is not entirely accurate either: it *does* show running tasks as well as launchable tasks, and thus counts as a task switcher, possibly more than Mission Control. (1a)
- I was also wondering if you would observe that, despite its relative learnability, task switchers typically need to be *discovered* first, and you did observe that in *Priority Metrics* (though I think it is fair to spend a little more time with that...in fact, it would be an interesting study to see how folks learn about “alt-tab” in the first place). +(1a)
- Quick grammar correction: you use “it’s” a few times to indicate possession. Note that, specifically for the pronoun “it,” possession does *not* use the apostrophe. With an apostrophe, “it’s” is always interpreted as the contraction for “it is.” (2a)
- There is a little mixing of efficiency and errors here. The potential for errors is not a matter of “the wrong application cannot be switched to because it is always the one selected,” but that the user might *slip* or hit a tab once too many, thus missing the *intended* application to switch to. Fortunately, this error is easy to correct, because the user can just invoke the task switcher again. (1b)
- For *Key Characteristics*, why are my instructions still there? **O_o** (2a)
- Although there are certainly more key characteristics that can be mentioned, what you have suffices for a start *except* for one major omission that I think should be included from the get-go: *getting out of the task switcher*. Under the principle of “Clearly Marked Exits,” there is no mention here of what might happen if the user changes their mind and wants to just “get out.” There is no *Cancel* button on a task switcher... what options are there for a user to “cancel” this situation? (1a, 1b)
- Hmmm, leftover “blabla” in the *Platform-Specific Instances* section. (2a)
- You have a good set of auxiliary references here, but (a) where in the page did you use them? and (b) how about the *core* references, such as OS X guidelines or principles from our course material? Surely those played a role here too? (4d)

1a — + ...A fine writeup, covering most bases except for *cancelling* out of a task-switch.

1b — + ...Many concepts are brought in nicely, with “clearly marked exits” being the main miss.

2a — | ...A few execution glitches here and there, enough to keep from maxing out. We’ll include the missed task-switch cancellation coverage and mention of the Dock as gaps in the execution of this study.

2b — + ...Concepts lead to substantive discussions of how they impact usability.

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4d — | ...The last bullet above says it all.

4e — You successfully issued a pull request. Your commit pacing is decent, starting decently early then clearly ramping up as the due date approached. Messages are detailed and descriptive. (+)

4f — Submitted on time. (+)