

**CMSI 370-01**  
**INTERACTION DESIGN**  
Fall 2013

**Assignment I206 Feedback**

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*atsullivan*

*1a* — Your dream design has captured a decent number of elements in a GPS user's mental model. Some of your design choices are clearly responses to that, and they tend to be chosen well as long as you don't confuse system *functionality* vs. its *interface*. (I)

*1c* — The only interaction design principle that you distinctly call out is Fitts's Law. You do use the term correctly, so that is good. However, there is no further mention of other principles, and I think there is room for them. For example, what motivates your choice to not have the home menu occupy the whole screen? There is a guideline or principle at play there. How about the choice for how a speech command is phrased? Interaction design guides that too. (/)

*2b* — You reason through the usability metrics well, aligning your forecast with the general characteristics of a command-line interaction style. That's all you really do though, because few other concepts are mentioned, and the way those concepts drive your user interface decisions is not clear. (I)

*4d* — In terms of product references, you certainly found the information that you needed. With regard to coursework, your use of the information is a little more spotty, what with the limited mention of interaction design guidelines/principles/theories/other concepts in the text. (I)

*4e* — Your commit frequency and messages are appropriate for this work. Timing could have been better, but it was the last assignment for the semester, so... (+)

*4f* — Submitted on time. (+)