**Summary**

The paper talks about a study conducted about getting the right design and making the design right. In the study, it is said that presenting participants or volunteers with more than one design would be more helpful to the designer. The paper suggested that when trying to gather review comments or suggestions for an individual or many prototypes you should not make it look like you have invested a lot in your design. It is better to make it look like you started from scratch because this way the respondent or participant might feel bad to give negative comments about your design thus making it an imprecise comment and it is more efficient in terms of time and the cost. Unlike when multiple prototypes are shown, they could feel less pressured to impress the experimenters by praising a particular design. Being presented with multiple designs may allow for a more accurate comparative evaluation as stated in the reading material. The experimenters ran an experiment showing 48 participants all three designs individually then showed some all three together to see the difference in the positive or negative comments made and the superficial and substantial suggestions given. The system they chose to design was a House Climate Control System (HCCS). The experimenters then hypothesized the participants in three different ways. H1 being that the participants will rate designs lower when all alternatives are seen, compared to when they see only one. H2 is participants exposed to alternative designs will be less pressured to be positive, expressing fewer positive comments than those who only see one. And H3 is participants who see alternative designs will provide more suggestions for improvement compared to those who only see one. Based on the table in the figure shown on the paper, more negative comments are given when all three designs are shown together compared to when only one design is shown to the participants. One concept discussed in the paper is Faint Praise, when only one prototype is seen it provokes higher ratings and more positive comments compared when many prototypes are shown this makes it difficult to know how valid the given comments are. Another is Increased Criticism, the freedom to be give critical comments increases when multiple alternatives are seen by the participant. To conclude, by exposing participants to multiple designs, we give them more opportunity to make a genuine comment and suggestion this also allows them to choose which their favorite is as well as reject designs without feeling bad about it in light of the alternatives.

**Reflection**

At first I thought this was just another article given for us to read, but halfway into it I realized how this article would really help us in the future when figuring out which design to use and how to get honest feedbacks from other people. I have learned from the article that when it comes to looking for the right design you should always make more than one, for you to have more alternatives and to make it easier for your participants to give positive or negative comments about your design without feeling bad about it. This article will be a big help for us in the future for our capstone or if we pursue our desires to be web developers, this will help us gather suggestions or comments from other people about our website or systems easily making it easier for us to work on our projects in the future.