

CMSI 370-01
INTERACTION DESIGN
Fall 2012

Assignment 1129 Feedback

Britain Southwick

1a — Your interface design clearly demonstrates an understanding of how interaction design relates to mental models. (+)

1c — You explicitly use a variety of interaction design guidelines and principles in your description. No specific mention of theories, but as written the need for that is not great. (+)

1d — You make clear references and choices with regard to interaction style, and the rationale for these choices is well-written and thought out. (+)

1e — You show a good, explicit understanding of affordances with a number of design choices (e.g., tabs, section indicators, etc.). (+)

2a — Your dream interface design is well-informed by real-world use of Headmaster, and how mental models should be expressed and communicated in those situations. If there is any knock at all here, it would be a need for screenshots or mockups to illustrate your ideas more concretely. However, in general your ideas are conveyed well, if open to some interpretation due to the lack of illustrations. (+)

2c — You make very good use of usability metrics, interaction design guidelines and principles, and affordances in making your interaction design decisions. (+)

4d — You cite a good number of references, and clearly use further sources of information very well (which ultimately should have been cited also, strictly speaking) in your design. (+)

4e — Your commit frequency and phasing are excellent, as are your commit messages. (+)

4f — Submitted on time. (+)