

**CMSI 370-01**  
**INTERACTION DESIGN**  
Fall 2012

## **Assignment I I20 Feedback**

### **Britain Southwick**

*1e* — The main affordance decisions you had to make here involve resizing and deletion, and overall you could have done better. Although you were indeed allowed to decide how to implement resizing, the choice you made is somewhat atypical (if you were to do one-corner resizing, wouldn't the lower-right corner have been more recognizable?). Also, resize handles in other drawing programs tend to be square and solid (or, lately in some, 3D-ish to emphasize that they are "grabbable"). These hamper the "message" that your resize handle sends to its users. In addition, a little feedback on box deletion would help. I knew it would happen, but other users may not. (/)

*3a* — You advanced your user interface knowledge a tad with this assignment, this time in the area of how direct manipulation interfaces are constructed. However, the unfinished resize-drag functionality does not quite demonstrate sufficient understanding yet. (/)

*3b* — Your work shows a little more advancement in event-driven programming, specifically with regard to handling a rapid succession of events, typical of the direct manipulation interaction style. Your data/state management that needs improvement though (as seen by the unfinished resize functionality). (|)

*3c* — Your understanding of MVC is clearly demonstrated in this assignment. (+)

*3d* — You are partially successful in breaking down high-level user actions into lower-level events. Deletion is the main success, although it is the simpler task of the two. Doing better with resizing is really what you need to demonstrate this proficiency in this assignment. (/)

*4a* — Deletion works, but not resizing, and the resizing issue comes at a very early stage (disconnect between resize initiation and tracking of the resize). This represents a significant functionality gap that needs to be filled in order to improve upon this proficiency in this assignment. (/)

*4b* — Your code demonstrates proper separation of concerns. (+)

*4c* — Your code is somewhat readable and understandable, but some formatting hiccups prove to be distracting. Better commenting can express your intent more clearly in the code that you added, and spacing is notably inconsistent for this stage in the semester (and your general level as a late-fall computer science junior). (/)

*4d* — Your work generally shows good resource use, including known questions sent my way :) However it seems that these did not get you over the resizing hump sufficiently. (|)

*4e* — Your commit pattern shows decent phasing and messages. (+)

*4f* — Submitted on time (albeit buggy). (+)

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(updated feedback based on commits as of 11/28/2012; only re-evaluated proficiencies are included)

*1e* — Your dragging user interface communicates much better than before now. The drag handle is on the lower-right corner, consistent with the active area, and that is the most important thing. Its visuals can still be a little jarring though—e.g., the relative sizing starts looking disruptive when the box is either extremely wide or extremely tall, or extremely small—but that is relatively minor.

The red indicator for a box-to-be-deleted uses the cultural affordance of red being a “danger” color. It’s a decent choice and should suffice, although I wouldn’t consider it to be home-run clear initially.

Overall, though, the additional thought and work that you put into this has resulted in a good demonstration of your knowledge in this area. (+)

*3a* — The user interface works exactly as requested now (well, mostly—there’s an occasional issue when the mouse is being moved too fast, but that’s a little tricky), so this proficiency can be upgraded accordingly. (+)

*3b* — The successful completion of the drag-resize functionality has definitely cemented your demonstration of event-driven programming knowledge. (+)

*3d* — You are now completely successful in breaking down high-level user actions into lower-level events. A loophole remains for deletion (try dragging a box out of the drawing area *really quickly*), but that is a touch trickier than needed. Still, if you would like to take on a challenge, see if you can address that :) (+)

*4a* — Your code’s functionality is now right where it was requested to be. (+)

*4c* — Your code shows improvement in readability and understandability; indenting is generally correct now (though I still caught one inconsistency). The only remaining issue is spacing, particularly around curly braces and parentheses. Generally, surround all curly braces with space; parentheses are trickier, but in general, you want spaces on their “outer” sides except when part of a function call or nested in another parenthetical expression, and no spaces on their “inner” sides. (|)

*4d* — Your extra work shows that you did better in gathering external information (or even information within your own code) to accomplish this task. (+)