

CMSI 370-01
INTERACTION DESIGN
Fall 2012

Assignment I030 Feedback

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1a — Your paper shows a good understanding of the role mental models play in usability and interaction design in general. (+)

2a — You have a nice number of specific examples to state your case; a little more, with some rewriting and additional references, and this would work well as a small-scale interaction design paper. (+)

2c — You effectively touch on additional notions, such as usability metrics (esp. learnability) and a few other concepts. Beecher's guidelines are a good find also. (+)

4d — You found some good sources for your information; not surprisingly, many of them are web-centric, which may not be avoidable given the subject matter—however, it turns out that there *are* some findable scholarly or book references (some of your classmates found them). You definitely should have cited Norman's *Design of Everyday Things*, though! The assorted “principles lists” that we have reviewed and perhaps some Nielsen can have a bearing on this material, too. Overall, what you have is a great foundation, but I think there is room for a little more digging to find supporting material both direct and indirect, in order to move this paper to a more “publishable” form. (+)

4e — Very good staging of work, alongside good commit messages. (+)

4f — Submitted on time. (+)