

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

**Assignment 1129 Feedback**

**Chase Blokker**

*1a* — Your core idea is clever, but your paper presents just that, the core idea. It does not include a rationale for the idea, nor much less link it to the mental model you would like to convey to the user. (/)

*1c* — There is no explicit mention of any interaction design guideline, principle, or theory in your writeup at all. There is an allusion to skeuomorphism, but no reason given for why this choice is made. (/)

*1d* — The ball tilt idea suggests that you have chosen to combine direct manipulation with menus/forms/dialogs, but there is no explicit mention of this as an intentional choice, so there is no clear demonstration of your knowledge or understanding of interaction styles. (/)

*1e* — Knowledge of affordances is suggested by the skeuomorphism reference and the ball tilt maze, but again these are all implicit. You need to show clearly that you know what you are saying, and that all of your choices are fully intentional and well-founded. (/)

*2a* — It is clear that you wanted to deliver the ball-tilt maze experience to your users, but there is no rationale or mapping for how this addresses the real-world interaction design needs of Headmaster's users. (/)

*2c* — You have the early beginnings of some analysis when you mention the possibility of user error in your dream interface, but beyond that there is no further use of knowledge from the course in making an interaction design decision. (/)

*4d* — No explicit references or citations are made beyond the ball-tilt maze mention. There is little evidence here that you used available resources to inform your dream interface design decisions. (/)

*4e* — You have only one commit, although its message is decently descriptive. Even at this fairly preliminary-looking stage, I think you could have broken up the work a little bit more. (|)

*4f* — Submitted on time, but what is there looks unfinished. (|)