

# CMSI 370-01

## INTERACTION DESIGN

Fall 2015

### Assignment 0924 Feedback

Because we have not yet fully explored the scopes of outcomes *1b* and *2b*, these proficiencies have a maximum value (for this assignment) of |. For outcomes that get +’s (or |’s for *1b* and *2b*), there isn’t much more to say except “keep doing it that way.” :) Feedback for other proficiencies focus on specific points of improvement in order to advance. The answer to “how do I improve my proficiencies” is always “do what I write down in the feedback.”

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*Notes while reading:*

- Description of your method is informative and contains the needed information. Overall the study looks very well-planned. Screencast is a good choice.
- Not having used the systems in a very long time would technically test memorability, but it can be accepted as learnability here because there is a high likelihood that the web mail systems have changed significantly since the last time they were used.
- Graphs are a good idea, though presenting the numbers side-by-side by system would have facilitated comparisons more easily.
- I like the idea behind identifying “Trends.” Kind of a nice pre-analysis step.
- Good you found Yahoo! guidelines; for Outlook, the VBA reference may be serviceable, but I also think the Windows guidelines would have been appropriate (since the Windows web apps try very hard to look like their desktop counterparts).
- FWIW, Ben Shneiderman’s name is spelled as you see here, not “Schneidermann.” :)
- Nice observation about “drag invitations.” I think that remains one of the non-standardized visual cues in current user interfaces—how do you know when an object is draggable?
- Hmm, aside from that, it seems you didn’t ended up using the guidelines that much. Not very applicable then? It would have been good to state that explicitly, rather than leave the reader looking for it.
- The analysis works well, and you make decent use of course concepts. The writing is generally clear enough to convey your intent, but additional screenshots or illustrations would have been good too.

Overall commentary: The study comes across as well-planned and mindful (e.g., timing boundaries; how users were transitioned from learnability to efficiency; use of screen capture software), and this report successfully conveys that. The subsequent analysis shows a clear understanding of mental model thinking and uses information sources from both the course and beyond effectively, although the guidelines documents were not used as much as Shneiderman’s principles. Still, in the end that is more of a hiccup than a significant omission.

*1a* — +

*1b* — |

*2a* — + ...Your writing voice is well-developed; your ideas are very easy to understand!

*2b* — |

*4d* — +

*4e* — Three commits, a few hours apart...not a bad start, but can be better. Also, note that version control obviates the need to commit multiple files as “draft” or “final,” because nothing is ever deleted! (|)

*4f* — Five minutes and 44 seconds late. (|)