# CMSI 370-01
## INTERACTION DESIGN
### Fall 2015

## Assignment 1124 Feedback

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*Notes while reading (asterisks indicate major observations):*

- Good introduction and background, helps with the mental model. (*1a*)

- Nice that you took the trouble to do a mockup. Let's see how well you reason through it. (*1b*, *2b*)

- Section 5 is right on target. Explicit callouts to established guidelines or principles, and effective connections to the design choices made earlier on. +(*1b*, *2b*)

- Section 6 is a little weaker, missing a prime source of metric forecasting: interaction styles. Your design essentially merges the two major interaction styles of menus/forms/dialogs and natural language interaction: that would form an excellent basis for this section. What's there still makes sense, but is just not as well-grounded. (*1b*)


*1a* — **+**

*1b* — **+** …Section 5 is really what saves the day here. Section 6 might have been a bit of a hiccup, but you did enough in Section 5 to shore things up.

*2b* — **+**

*4d* — **+**

*4e* — **+**

*4f* — **+**