

**CMSI 370-01**  
**INTERACTION DESIGN**  
Fall 2013

**Assignment I206 Feedback**

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*jadengore*

*1a* — Your dream design shows an understanding of how the user interface relates to the user's (RTS player's) mental model. (+)

*1c* — You accurately use a selection of concepts from the course in your discussion, particularly Fitts's Law and "standardizing task sequences." Some principles, like feedback, are mentioned once and not enough to be sure that you were invoking them as an interaction design concept. Overall I think "good, but more of this" captures how I think you performed in this outcome. (|)

*2b* — When you did bring up an interaction design concept from class, you generally used it correctly in justifying or grounding a design decision that you made. (+)

*4d* — You used available information well, and presented most of it well too. Good that you found Starfront; it would have been nice if you introduced it sooner. Are there no other mobile RTS's you can also scrutinize? Some ideas had no illustrations but definitely could have used them (e.g., mobile + console combination). Finally, no references. You could have certainly used some. (|)

*4e* — Your commit frequency and messages are appropriate for this work. As you said yourself in your first commit, timing could have been better, but it was the last assignment for the semester, so... (+)

*4f* — Submitted, er, on time enough. (+)