

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

**Assignment I I20 Feedback**

**Eric Dea**

*1e* — You recognized that there is no self-evident way for the user to figure out how to pan and zoom the scene, and so modified the web page with appropriate instructions. You might not have thought about this as being related to affordances, but I interpret it as such—it signals that you recognized the need for some kind of information to be visible. Good catch. (+)

*3a* — You definitely advanced your user interface knowledge quite well with this assignment. (+)

*3b* — Your work shows further advancement in event-driven programming, specifically with regard to handling a rapid succession of events, typical of the direct manipulation interaction style. Admittedly, doing this with mouse events would have been closer to the direct manipulation spirit. Still, it represents forward movement. (+)

*3c* — Your understanding of MVC is clearly demonstrated in this assignment. (+)

*3d* — You are fairly successful in breaking down high-level user actions into lower-level events, although I do think that you missed out a little bit by not trying to use mouse events for pan and zoom (note how these can co-exist with the keyboard commands if coded right). (+)

*4a* — Your code pretty much works as intended. There are a few notes included in your code inline, but overall no major issues. (+)

*4b* — Your code demonstrates proper separation of concerns. (+)

*4c* — Your code is nicely readable and easy to understand. Comments provide appropriate annotations, and spacing is generally OK (though not perfect). But the TABS, the TABS...! (!)

*4d* — Your work generally shows good resource use and knowledge-seeking. (+)

*4e* — Your commit pattern shows good phasing and messages. LOL that you did it all in a single day. Typically this would count against you, but in this case it does strike me as too offensive, especially considering what you were able to accomplish. (+)

*4f* — Submitted on time. (+)