CMSI 370-01
INTERACTION DESIGN
Fall 2012

Assignment 1129 Feedback

Eric Dea

1a — Your interface design clearly demonstrates an understanding of how interaction design relates to mental models. (**+**)

1c — You explicitly use a variety of interaction design guidelines and principles in your description. No specific mention of theories, but as written the need for that is not great. (**+**)

1d — You make clear references and choices with regard to interaction style, and the rationale for these choices is well-written and thought out. I may question your priorities a bit—is the point of Headmaster to really have fun with it?—but priorities aside, you make a decent case based on your rationale. (**+**)

1e — Not much explicit addressing of affordances in your paper, but some understanding is implied with a number of design choices (e.g., the aerial view, student avatars, the web-ish user page, etc.). Explicit design points would drive the point home though. (**|**)

2a — Your dream interface design is well-informed by real-world use of Headmaster, and how mental models should be expressed and communicated in those situations. If there is any knock at all here, it would be the overall basis on which you made your design changes, especially in terms of the metric priorities. Is it really more important to enjoy using Headmaster than to be able to do things in it very quickly? I'll admit that this aspect is debatable to me, and a little more discussion on this would be called for. (**|**)

2c — You make very good use of usability metrics, interaction design guidelines and principles, and interaction style characteristics in making your interaction design decisions (and for this, the debatability of rationale/priorities does not matter). (**+**)

4d — You cite a couple of number of references, and clearly use further sources of information very well (which ultimately should have been cited also, strictly speaking) in your design. (**+**)

4e — Your commit frequency and phasing are excellent, as are your commit messages. Now see if you can work on starting a little earlier **:)** (**+**)

4f — Submitted very partially on time, with much additional substance coming a few days later. (**/**)