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

## Assignment 1124 Feedback

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

- \*\*\* Misunderstanding here based on the first page: your design appears to be based on an application that is itself created by you. The instructions were to build your design around an existing API. This would have grounded the functionality and made you focus on just the user interface. (*4d*) —(don't get me wrong; Soyjoko sounds like a fine game—it just isn't what the instructions requested)

- The interface is certainly well-described…it's just that it necessarily has to mix in explanations of functionality, which adds work that is not really related to the class, and thus is precisely why the assignment was written the way it was. What will matter at this point will be how well the interface's design decisions are supported by interaction design concepts. (*1a*)

- \*\*\* OK, so the "Design Choices" section is the closest we've come to what the assignment is seeking (after the actual description of the design of course—which certainly was done very well, although the interjected explanation of functionality created more work than necessary). The first paragraph starts off in the right direction, but the content veers back to describing the interface. We want design rationale at this point: *why*, *based on what*, *using what affordances*, etc. (*1b*, *2b*)

- The "Usability Metrics" section partially fulfills the assignment as well, and in the end is the sole explicit mention of concepts covered in class and the course materials. At least there is that. Explanations are of the common-sense variety, which in the end do harken to known principles (e.g., the overall interaction style is menus-forms-dialogs, with specific portions changing up a bit; that interaction style carries with it some known strengths and weaknesses; and ultimately that is what some of the text is invoking—*but the point of this class is for you to be intentional and explicit* about these concepts). (*1b*, *2b*)


*1a* — **+** …The thoroughness of your interface description comes through here; it conveys a clear sense of your own mental model and how you want to convey it.

*1b* — **|** …In terms of course concepts, it is fortunate that the usability metrics get some mention. However that is as far as it goes.

*2b* — **/** …Because usability metrics are more of an *effect* rather than a *cause*, the design decisions described here are conceptually not very well-founded. That is to say, they are not explicitly drawn from the ideas seen all semester. The way the design contributes to the metrics is alright, but the *principled basis* for the design is not expressed here.

*4d* — **/** …This is where the divergence from the instructions hits, plus the mixup between utility and usability. You're describing a fun-looking game—but it isn't what we want in this assignment.

*4e* — **|** …Given the scope of the work, increased granularity is appropriate.

*4f* — **+**