

CMSI 370-01
INTERACTION DESIGN
Fall 2013

Assignment I | 26 Feedback

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2b — Congratulations on both *designing* and implementing a well-executed direct manipulation widget! Your work shows that the difficulty of implementation did not keep you from applying good interaction design decisions to your widget. Snapping is intuitive, feedback is sufficient (though could be a tiny touch better), and the appearance choices all have the affordance of a draggable switch. Well done! (+)

3a — Your work certainly shows further advancement in your knowledge and understanding of how user interfaces are constructed. (+)

3b — Your work shows sophisticated understanding of event-handling, detail-oriented yet still elegantly and cleanly coded. (+)

3c — Your code adheres to the MVC paradigm. (+)

3d — Your plugin successfully breaks down a high-level user action into the appropriate lower-level event handlers. Plus the high-level activity you chose has an increased degree of difficulty due to the snapping functionality. (+)

4a — Your plugin spans an excellent range of functionality, including both behavior and visual customization. Its only gap lies in getting/setting the current value of the plugin; as your comments indicate, you are aware that this is a shortcoming. I think we exchanged some ideas on how to do this, and if you are interested we can carry on this conversation after the class. But given how much else you were able to pull off, it doesn't hurt *4a* but mainly *4b* (by a tiny bit). (+)

4b — The main impact of the missing get-set functionality is a degree of code repetition and surplus, as your RPG app has to perform additional computations to correctly get/set the gender switch. Thus it is this outcome that gets affected. On a side note, I spotted a minor variation in CSS file copies, formatting only, between the versions of *jquery-drag-select.css* in *rpg* and *widget-from-scratch*. Fortunately the variation was not huge, but it serves as a reminder to stay alert if you find that you have to copy files. (!)

4c — Your code is extremely readable; it almost felt like I was reading my own :) (+)

4d — Your work shows excellent use of available resources and documentation. (+)

4e — Your commit frequency and timing are appropriate for this scale of project—congratulations for being on it especially at this time of the semester :-)) Messages are nice and descriptive too. (+)

4f — Submitted on time (extension to December 2). (+)