

CMSI 370-01
INTERACTION DESIGN
Fall 2012

Assignment 1 | 29 Feedback

Haley Young

1a — Your design document shows an understanding of how interaction design relates to mental models, though in a somewhat generic, high-level way. Additional details on how your dream design precisely connects to your view of the Headmaster mental model would help. (|)

1c — You show a clear grasp of a variety of interaction design guidelines, principles, and theories in your design document. (+)

1d — Your dream design choices show a good understanding of interaction styles, particularly their strengths and weaknesses. However, truly illustrative specifics are missing—for example, when you talk about transitioning to touch, there are no details or particulars on how exactly the user interface changes to become more touch-friendly or -savvy. The idea of the projected interface is interesting and well-described, but it seems like a general idea for any application, and not applied specifically to Headmaster (outside of its use in the classroom, which itself seems a little odd because one does not use PROWL, a system which is similar to Headmaster in function, in the classroom). (|)

1e — Your writeup shows an implied understanding of affordances, but just implied. Your descriptions of design elements and ideas like the projected interface would benefit from an explicit description of what exactly they would “invite” the user to do (i.e., precisely their affordances), and why you would like this invitation to be made. (|)

2a — You describe a variety of real-world scenarios, ranging from actual application use to customization or personalization, and you connect them fairly well to what users expect and need in those scenarios. The aforementioned disconnect with classroom use sticks out, though. Maybe this just needs a little more clarification. Otherwise, pretty good. (+)

2c — Your design decisions, particularly their motivation based on your desire to improve satisfaction and efficiency, are clearly founded and explained. Some of these decisions are also informed by some guidelines and principles, as well as the seven stages of action theory. (+)

4d — You appear to have used (and found) resources and information very effectively. (+)

4e — Your commit pacing and timing are excellent, and your messages are very descriptive. (+)

4f — Submitted quite on time! (+)