

CMSI 370-01
INTERACTION DESIGN
Fall 2012

Assignment I030 Feedback

Haley Young

1a — Your paper shows a good understanding of the role mental models play in usability and interaction design in general. (+)

2a — You have a decent number of specific examples to state your case; a little more, with some rewriting and additional references, and this would work well as a small-scale interaction design paper. (+)

2c — You mainly focus on the seven stages of action in terms of conceptual/theoretical background, but just initially. In the end, your conclusion is based solely on the effect of mental model transference; it would certainly be strengthened by additional conceptual support. (|)

4d — You found some good sources for your information; not surprisingly, many of them are web-centric, which may not be avoidable given the subject matter—in those cases, make sure to supply a URL, in case the reader wants to review those sources directly. You definitely should have cited Norman's *Design of Everyday Things*, though! The assorted “principles lists” that we have reviewed can have a bearing on this material, too. Overall, I think there is room though for a little more digging to find supporting material both direct and indirect. (|)

4e — Very good staging of work, alongside good commit messages. (+)

4f — Submitted on time. (+)