

DESIGN SPECIFICATION: REDEFINING OUR DESIGN PROBLEM...AGAIN

ANDY'S FEEDBACK:

With our design process winding down, Chris, Michael, and I began working on our design specification. Chris had already redesigned our screens based on our heuristic evaluation, so all that was left was the divide up the sections for our specification. The major part of the specification that I worked on was our problem statement, which ended up being much more difficult than I had anticipated. Having the restructure the statement was frustrating; however, Andy's suggestions undoubtedly made for a more concise and defined problem statement.

"The problem description seems disjoint, raising many different problems, without ever really explaining why multiple information sources is a bad thing. This makes the solution seem unnecessary. What are the fundamental flaws in the state of the world that make this particular design necessary?"

"This is a strange transition. It's written as if the first paragraph doesn't exist. Where's the transition from bubble to college stress? What's the connection?"

"It's very strange that this is the first time you've mentioned cost. If it's such a big problem and a central part of the design, why is not discussed above?"

"This paragraph doesn't really say what the 'bubble' is. I don't have a sense of how it manifests or what impact it has. The paragraph just talks about its effects."