CMSI 370-01
INTERACTION DESIGN
Fall 2014

Assignment 1127 Feedback

Due to time constraints, feedback has been limited to an overall assessment here with accompanying proficiencies. If you have questions on what you see here, please let me know.

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The core idea for your design is great, with a really striking precedent—the transition of stone tablets to paper lines up very well with a [potential] transition from rigid to flexible screens. What you miss, though, is the appeal of paper is less its flexibility than its weight: when we're *consuming* paper content, the flexibility is great (e.g., rolled up newspapers; folded magazines), but when we're *writing* on paper, we tend to go rigid (e.g., pads, notebooks). Thus I kept wondering how one would be able to interact with the flexible screen if it kept flopping over. You do address this a bit later, but I think that issue alone can use a whole section.

Furthermore, partially because the device itself is quite distinctive, the balance between utility and usability brings in a little more utility than needed for this paper. For this paper, we aren't as concerned with the operating system or the ability to run more than one—I think you might still be confusing an operating system with its user interface: ultimately the best of them separate these layers very cleanly (as you should see when you take the Operating Systems course), so virtualization really isn't something to talk about for this paper.

The best stuff is definitely in the later sections, with interaction techniques and the discussion of a couple of interaction design concepts. I don't think you'll be surprised if I say that connections to concepts seen in the class can still be even stronger than what you have. I saw a good number of possible connections but the exact terminology wasn't there so I couldn't be sure if you were just exercising good sense vs. intentional, aware allusion to established interaction design ideas. As a result, the usability metrics forecast seems a little abrupt—there is no mention of any metrics at all (except for learnability right before) up to this section, and so when the forecast comes in it's trickier to connect what came before. Better that, throughout the presentation of the design, you already indicate what serves what (e.g., flexibility of the screen may cause errors if the screen isn't sufficiently propped up or supported in certain configurations).

Random Notes:

- Citations come *before* periods, like so [3].
- Still haven't gotten the hang of LaTeX quotes…`` and ''.
- The companion website, with simulated Scrollet, is a nice touch, but doesn't add too much to the overall content in the paper.

1a — |
1b — |
2b — |
4d — +
4e — +
4f — +