

**CMSI 370-01**  
**INTERACTION DESIGN**  
Fall 2012

## **Assignment 1129 Feedback**

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*1a* — Your intended mental model, and the way your design aims to communicate that model to the user, is clearly stated. (+)

*1c* — There are no explicit mentions of any guidelines, principles, and theories in your user interface description. A review of the ones we have looked at, with selections that pertain to your design decisions, will help strengthen your writeup and also address some clear gaps. For example, how does a brand new user know, when starting out, exactly what can and cannot be said? There are guidelines and principles for that, plus our theories, especially seven stages of action, can inform that issue also.

Further, your freeform command syntax might lead to ambiguities and misinterpretation. How does your user interface communicate its “understanding” of a command to the user (freebie: the feedback principle needs to be addressed)? Further, if a user realizes that he/she has been misunderstood, can an error be avoided if this is caught quickly enough (freebie #2: clearly-marked exits)? You need more material in this area, and hope you can see, it will improve your design. (/)

*1d* — Your interaction style choice is clearly stated, and your rationale for this choice shows that you understand (mostly) its strengths and weaknesses. (+)

*1e* — The way you describe the user interface clearly invites the user to issue commands, although I must admit that it also invites *spoken* commands, which your description does not address. Some gaps can also be filled in terms of how *response* information is displayed, and what affordances such displays can convey in order to tell the user what they can do with this returned information. (|)

*2a* — You list a decent number of use cases with a good description of how your interface communicates mental models. (+)

*2c* — Your overall set of interaction design decisions for this user interface is generally well-founded, bringing usability metrics, interaction styles, and affordances into play. The one gap lies in guidelines, principles, and theories—as seen in *1c*, good choices in this area will help round out your user interface quite a bit. (|)

*4d* — Your rationale and terminology speak to a good foundation with the resources and documentation available to you, but there are other apparent sources or inspirations that are not mentioned. For example, there is a very Siri-like vibe to your choice of command syntax, and this (or any other natural language-like system) is not referenced at all. Your command line choice is also shored up by the short Don Norman paper that I gave out, and this is not cited. You can definitely improve on this aspect. (|)

*4e* — Your work phasing looks good (except for starting on November 26!) and your commit messages are descriptive. (+)

*4f* — Submitted on time. (+)