

**CMSI 370-01**  
**INTERACTION DESIGN**  
Fall 2015

## Assignment 1124 Feedback

Justin Sanny

*jsannyjr / jsanny1@lion.lmu.edu*

*Notes while reading (asterisks indicate major observations):*

- You put your design inside the Paradixm website? Wat.
- OK, I think I understand the nav bar design change, but it isn't clear why this is better than the list on the left as a sidebar. The sidebar also is in plain view. How is the nav bar at the top a more noticeable spot? (using your word choice here) (1a, 2b)
- For the video page, I get the Corner Video idea, but I'm not clear under what scenario a user might want quick access between two videos. This is a mental model issue—what is a user thinking when they are viewing videos? It isn't clear how quick switching would be a part of that perspective (to me at least). (1a)
- As for recent history...doesn't the web browser handle that already? Each video is its own web page after all. The video history naturally accumulates as part of the browser history. (1a)
- Ah OK, some kind of answer there in having the history "in plain view and accessible." There must be an interaction design concept that backs up that choice...hmmm... (1b, 2b)
- The mouse hovering idea is decent...can that translate to a touch screen? (1a)
- Now that I'm in the usage scenarios, I think I see what you mean by the Corner Video now. You don't want to leave fullscreen. OK, I get that. This would be an efficiency play. (1b, 2b)

1a — | ...I see a certain level of mental model understanding here, but some choices don't have a clear basis in that. (e.g., sidebar vs. nav bar)

1b — | ...You definitely mention the metrics a lot, which is good, but not much else.

2b — | ...There is some sensible explanation going on regarding your design choices, but with the basis being only the metrics, there is room for improvement. Remember that the metrics are the *effect* and not the *cause*. When you follow certain principles or guidelines, you may improve certain metrics. So, metrics don't work that well as a basis for making decisions. They are more of a *motivation* for those decisions, not the conceptual foundation for them.

4d — | ...Again, good that you are using the metrics heavily, but there was a lot more information that you could have brought to bear here.

4e — +

4f — +