What feedback are you used to getting? From whom?

A number! Maybe only a letter
A couple sentences about what doesn't work
Annotations, comments
A red underline from the IDE
A friend telling you you did something wrong
A compiler error

What feedback would you like to get on your design ideas?

USER FEEDBACK - not just from other designers
Constructive criticism
Multiple opinions
How it looks, how it feels
Parts of the design, how they can be improved, things that don't work well
Things that do work well
Frustration! Recommendations on how to improve it
Feasibility

Guidelines for Design Critiques:

- Be specific
- Don't say what's bad, suggest improvements
- Differentiate between personal and general feedback
- Get multiple opinions
- Think about perspectives, audiences, differences
- Give a positive and a negative
- Give reasons for your opinions, or at least think about them?
- Say when you don't understand something
- Make sure people understand how something works
- Be aware of learning curves