CMSI 370-01
INTERACTION DESIGN
Fall 2012

Assignment 1030 Feedback

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1a — Your paper shows a good understanding of the role mental models play in usability and interaction design in general. (**+**)

2a — You have a one or two specific examples to state the case on either side of the debate, and these descriptions are written out very well. I must admit that it left me wanting more, given the way the paper is structured and how mature the writing sounded. A little more content and detail, with additional references, and this would work well as a small-scale interaction design paper. (**+**)

2c — In the end, you conclusion is based solely on the effect of mental model transference; it would certainly be strengthened by additional conceptual support (principle of consistency? feedback? favoring certain usability metrics? etc.). Plus, it seems to come abruptly; it feels like you were just getting started then all of a sudden things end. I mean that in a good way! (**|**)

4d — Your sources look good, especially the Basalla reference, but I think you need more. A Google search alone reveals more articles than just the Carr post. I think adding material from these additional sources would round out the feeling of missed material. (**|**)

4e — You show only one commit, on the afternoon of the 30th itself! There is definitely room for much improvement here. Surely you did not write this whole paper in one sitting! (**/**)

4f — Submitted on time. (**+**)