

FeedbacksUI - Presentation91B:

- Table of Contents ✓
- Complicated Game, but ok.
- Good main menu, but very, too, colorful.
- Credits is not visible.
- Save & Load ✓
- ~~Connection between interfaces??~~
- Player number as 1 is useless.
- Order of countries are complicated, not quite visible (the red line).
- Maybe zooming into continents?
- What if player has 10 citizenships? (In the right side of game)
20
- Next Turn Button could be a bigger and better one.
- Estate Investment versus losing penalty is unjust. (1900 vs -6000)
- The start game button can be changed to new game
- Player icons can be used as pawns
- Flags can be complicated, lines around flags.

91D:

- What is side bar for? How many side panels? Which is which?
- Lines are too bold, maybe more attractive buttons or smaller lines?
- A tutorial and a help menu would be nice, it's too complicated for beginners.
- Number of sub-steps for any step should be visible (as dashes under the parent-step perhaps) w/o clicking the step.
- Clicking on the steps can select them and double clicking can allow the user to edit so it's easy to move them and delete them.

g1C:

- L18 does not compatible with a reason, maybe a (————) line. Boasting is not nice.
- Maybe thinner lines in interface.
- Telling, not useful note placement I think. Automatic note placement maybe. When u click, auto 1 beat notes.
- Play/pause button can be a single button
- Remove could be "-" rather than "x".
- The "scale" drop menu could be renamed "zoom" so as to not be confused with the musical scales.

g1G:

- Run/Run!! Why not directly run?
- Maybe a tutorial or a help box of everything. Complicated...

Why you need a calculator if your inputs are either 0 or 1?
if you have other inputs (4, 5 or...) the user can use normal calculator instead of your program.

g1F:

- Telling, not showing. Abstract presentation.
- No UI at all. Why? Not proper.

g1E:

- Logo ♥. But text is small. Too much text. Small picture.
- In register, you need to set password one more.
- Home screen can be a label, just like in steam.
- Seller profiles consisting of image, short description and a rating system would be nice.
- Other options (private lessons, etc)
- A report button for unwanted listings.
- Maybe a help or a tutorialish entrance when first downloaded.

g1H:

- A tutorial after first register?
- Why now option not in the left side it goes in left? why right?
- What is the meaning of change password button?
- The button to open the menu is on the right but the menu comes up from the left-hand-side.
- A button in the main menu to go to the closest park.
- Images for car parks would be nice.

Comments for UI Design Presentations

g1A

- Graphics might be more colorful.
- Main play page was not very clear.
- The panel that players are writing code was simple but it feels like we are writing real codes in it. We especially loved this part.

g1D

- More contrast would be nice.
- Buttons might be easier to distinguish if they were different from each other. (color-shape etc.)

g1C

- Composition window can be widened by cropping out unused areas or changing the shapes.
- Addition of how to use.
- After using sometime, the progress could be shown in the presentation. It is not obvious what it looks like.


g1G

- There are wasted areas that could be reduced.
- There was lots of text and the members of this presentation always read the text in presentation. Also we have little chance to see the interface parts when we consider text and interface ratio of the presentation. They should have explained their project over pictures not over texts.

g1F

- It is not good to talk about details before to the interfaces.
- What about East Campus? , why just main campus?
- Bus schedule is not special feature, it can be attainable by ~~everywhere~~ everywhere.

g1E

- Sellers  may have profiles to show their comments.
 - The logo is very nice.
 - The idea of making a mobile application is different and attractive.
 - The program should have more colors in it.
-

g1H

- The presentation is perfect, interactive and easy to understand.
- Design is clear and interesting.

g.1A Droneer

- The app looks user friendly.
- presentation was impressive, (interactive-like)
- Help menu should include commands.

g1B Citizen of the World

- Too much information beforehand.
- Map needs a zoom in feature.
- Child. friendly interface, +
- The routes need to have higher contrast,

g1D Pseudocode

- Add "Steps-tree (like file managers have) to select/deselect steps/substeps for more intuitive usage,

g1G SimCo

- Everything looks fine except small details that are inevitable, which they will eventually work out.

g1F BilMap

↳ Was cancelled due to lack of images; MS Paint shall solve it.

g1E Unneed

- Reset password option.

g1H ParkAnkara

- Interactive-like presentation eased understanding.
- could make program interact with location apps on phone.
(get directions externally)
- Make more use of sounds and voice commands.

UI Pres.

15.3.2019

Group 1A. Droneer

The need to create a new drone wasn't specified. What advantages or disadvantages do you gain from creating a new drone? Other than that it was a really good presentation.

Group 1B. Citizens of World

The links that connect the countries should include a large indicator for stops that could be made. Rest of the presentation was good. But the zoom option for the map would be better.

Group 1C. Music Composer

How would longer notes work? For a five minute note to be played what would the program do. Some of the note and note brush properties may not be very easy to understand for beginners. There can be a tutorial for them. Other than that images and the overall UI were very good.

Group 1G. SimCo

Good presentation overall. Maybe the usage of default could be extended. After selecting multiple items, can we only move them or can we also copy-paste them to use again? Locations of the components at the screen seems good. For a complex program like that, UI seems as simple as it can be and this is very good for beginners.

Group 1F. BilMap

91A
25.03.19

~ Postponed. ~

Group 1E. UNeed

In the main menu, half of the screen is empty, buttons there can be bigger to fill in the space. Screenshots in the presentation could also be bigger. Other than that, UI was proper and good.

Group 1H ParkAnkara

No e-mail on register? Why is there an option to choose the car park. Why doesn't the program just direct the user to the nearest empty car park. Maybe the favourite car parks can be favoured but there is no need to choose a city and a location if they are utilizing google maps / gps for parking.

glA Pioneer

- Need more information in the help option.

glD Citizen of The World

- UI is user friendly and fun.
- Map can be more simpler.

glD Pseu2Code

- Need more information in the guidelines.
- Help menu can be useful.

glC Music Composer

- Also it needs chords section.
- Program is too complicated for beginners.

glG Sim Co

- What is the difference between paper and memory box?
- Presentation should be more visual. Showing is more important than telling.

glF BitMap

- No pictures.

glH

- Nice presentation, can be more writing.
- Buttons coherence.

g1A : Droneer

- The presentation was quite understandable since they showed each screen of their program and pressed each button to demonstrate its function.
- The ~~font~~ fonts, colors and the overall design they chose seems really elegant and appropriate. Additionally, their logo is also aesthetically pleasing.
- The presentation was complete as they showed their entire UI.
- We have no negative feedback in terms of UI, but we think that the "Help" section could be further developed, more settings could be added and the rules of the game could be more clear.

g1B : Citizen of the world

- We have found that the fonts and colors of text are too distracting and potentially blurry for the users' eyes. They could have used a single color for the texts and buttons, also a more elegant font.
- The presentation was understandable in that they explained almost each compartment's function. However we think the general structure of the game could be simpler given that it is a children's game.
- The presentation was complete. The program itself on the other hand did not strike us as user-friendly. Navigating throughout the program seems to be overly complicated, especially for children.
- We advise them to include a "zoom" function.

g1D : Psev2code

- In terms of presentation, we think that the slides have too much text in them, making it harder to follow the presenter.
- Though the presentation felt complete as they thoroughly explained the function of each button etc., it was too complicated.
- In terms of design, it could be more vibrant and the texts could be more readable.

g1C: Music Composer

- It was helpful that they showed similar programs' UI's and how they got inspired from them. However, we found their UI to be a bit complicated. In that sense, it could be more colorful and simple.
- As the presenter pointed out himself, the design isn't quite complete, even though the program is complex by its nature.
- The presentation felt incomplete in that we didn't understand the function of certain buttons.
- They could reduce the amount of unnecessary spaces.

g1G: SimCo GUI

- In terms of presentation, they could reduce the amount of text they show in the slides and instead concisely show us the UI sample screen they had prepared.
- The balloon reference to our class was a nice touch, they can include more things similar to that. However they got it wrong(?) the paper had a different mechanism.
- Including example scenarios was a good idea.
- They could include more colours.
- " " change the way they grouped their design-wise.

g1E: UNeed

- They have come up with a beautiful logo. In addition, the presentation was good as they explained everything using screens.
- The sample screens they showed weren't necessarily usable since they were too small (mobile phone screen could look bigger).

g1H:

- The presentation was interactive and thus easy to follow.
- How will the driver use their phone?

Group 1A

Their interface looks good, functional and nearly complete.

Presentation was also good.

Their design screen wasn't look tidy and it may need explanation for user.

Other than these it looks fine.

Group 1B

Main menu doesn't look good and attractive.

The game doesn't present an attractive element; something unique that will draw the player to the game. We doubt the game will be very popular.

Also the interface colors ~~are used~~ can be used better. Buttons which should be pressed constantly should use attractive colors like red, orange, etc.

The interface needs to be a little more colorful or less dull.

Group 1D

It is a good and simple interface.

Basic enough for beginners to understand.

Group 1C

UI seems functional but I don't think it is productive and understandable for beginners.

The UI can be a bit more colorful in that it highlights certain areas using colors. This will make it easier to use and understand.

Group 1E

Home screen could be more graphical.

Log-in and Register screens are simple and basic (It's good)

Some of the slides contained too much text however, the others were easy to follow and looked pretty.

The simplicity of the UI may overwhelm the user friendliness of the app. They should detail the UI a little bit.

They prepared well and the presentation was compact and easy to keep up with.

Group 1H

Interface looks complete and easy to use.

UI Presentations

Efe Korkmazhan
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25/03/2019

g1A Droneer

- The interface is simple and easy to use which is good for everyone. The availability of story mode is a small problem we think. The way instructions are given just makes the game not totally understandable.

g1B

- The game itself looks like an electronic Monopoly. The Menu, in-game menu and buttons the necessary ones exist in the right places but those buttons look a bit irritating and not in a harmony with the menu or with the game screen. The way how dices thrown did not show only a window comes and says dicing... Pawns are not easy to see and follow because of its length and width.

g1D

- This is like a Dsgava tutorial, can be useful. We are not able to see lot of visual material but it may be because of the program. Not so many screen is needed. More than UI the project itself is simple and useful.

g1C

- The UI looks a bit complicated. It may cause a problem for beginners but if it will be known it would not cause a problem. The buttons and main menu is black and white so we think that it is a bit boring and not attractive. The way piano buttons stay is hard to use. Pressing a button can be a problem while scrolling down or up to find the button.

g1G

- The buttons, colors and menu is in harmony and looks attractive.

Bottom right in the Circuit Example, Circuit Example Using Logic Gates slides are too empty. It should be filled or can be rearranged with the height or puntos of writings and buttons. The presentation is professional (bibliography, contents, quick intro and final Remarks)

g1F

- The powerpoint don't have any interface screen, full of writings, black-white. They are only telling the buttons and what it will do.

g1E

- It is good to give a place to introduction but this one is full of writing like the whole slide. Background of powerpoint and background of app is same color so it is a bit hard to see. They could have changed the powerpoint background color. Putting the Logo and a motto is attractive.