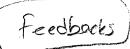
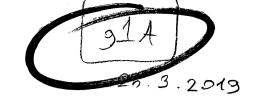
CS-102-

### Section O1



#### UI-Presentation



### 91B.

\_ Table of Cendous V

- Complicated Game, but ok.

- Good name menul but very , top, colorful,

-Credits is not utilible.

- Save & Load V

Cornection between mostlaces??

- Player runiver as 1 is useless.

- Order of countries are compliated, not quite visible (the red line).

-Maybe sooning into consinerts?
. What it player has 10 childenships? (In the right side of some)

- Next Turn Button could be a biffer and better one.

- Estate Investment was losing parelty is injust. (HOW us - 6001)

- The start game but too can changed to new game

- Player icons can be used as powns - Flags can be complicated, lines around flags:

#### 310:

- what is side but for? How more side pools? Which is which?

- lines are too bold, ray be none aftractive buttons or snaller 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 doches under the potent-step perhaps) who clicking the step.

- clicking on the steps can select them and double clicking can allow the use to edit so it's easy to move them and delete them.

9(C:
- LIR objects on compatible with les reason, maybe a ( + + 1) line. But they will not nice.
had had here a
- Maybe othered lives in the placement libing. Automatic note placement maybe, when it little, and I beat notes.
- Play pause button can be assingle button  - Remove could be "-" cather that "x".  - The "seek" drap new world be renormed "zeon" so on to not be confired with the mulical seedles.
<u>916:</u>
- Run / Run! . Why not directly run?
Maybe a duto ial or a tell-book of Purylling. Complicated
uly you need a calculator if your inputs ar either oor 17
; y you have other inputs (u, sor) The user can use
wormal calculator instead of your program.
hormal calculate horman of
91f: Tall a salestania Alarena Aceptalana
- Telling, not showing. Abstract frozentation
- No VI at all : ( rly? , had proper.
31E:
- Logo Q. But text is sent to much text. Small picture.
- Thresher, you real to six permurd one mare.  - Home screen can be a label, good like in steam.
- Home screen consisting of image, short description and a rating system would be nice.
- other options (private lessons, etc)
- A report button for unwanted listings,
- May be a help or a tulerlal 15h entrance when first downloaded.
91H:
- 10 that of the late own it got in late? why right?
who were often not in the lofe some it offen in the
why now option not in the lofe some it off in the right but her new ones up from the the new ones up from the the button to spen the many is on the right but of
why now option not in the left some it off in our some some ones up from the cultivation to some possessed button. The button to some the more is on the right at the new ones up from the

CS102
918 (7515)
Comments for Ul Design Presentations
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 are writing real codes in it. We especially loved this part.
ic ore writing real codes in it. We especially loved this part.
g 1D - More contrast would, be nice.
- Butters night be easier to distinguish if they were different from each other. (color- shape
J Composition window on be widered by cropping out unused areas or charping - Addition of Low to use. the shapes.
- After using sometime, the progress could be shown in the presentation
It is not obvious what dif looks like,
J-There are wosted areas that could be reduced.
— there was lots of text and the members of this presentation
almosts read the text in presentation. Also we have little chance to see the interface parts when we consider text and interface ration of the presentation, they should have explained their project over pictures not over texts.
glf  = This cat and to 1014 about details before to the interferces
TO THE TOTAL PROPERTY OF THE SECOND SECURE IT THE TOTAL PROPERTY OF THE PROPER

- It is not good to tell obout details before to the interferces
   whet about East compus?, why just main compus?
- Bus schedule is not special feature, it can be attainable by everywhere.

91E - Sellers may have

profiles to show their comments

- the logo is very nice.
- the idea of noting on mobile application is different and attractive
- The program should have more colors in it.

## B14

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

### CS102 | Section 01

#### VI Pres.



## 9.1A Droneer

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

## 918 Citizen of the World

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

### 910 Pseu 2code

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

### 916 Sinco

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

## OIF BILMAP

- Was concelled due to look of images; MS Paint shall solve it.

- Reset passinord option.

#### Park Anklara 914

- Interactive-like presentation reasoned understanding.
- could made program interact with location apps on phone.

   Make man in a continuous externelly)
- Make more use of sounds and upice commands.

## Section 01



15.3.2019

Group 1A. Droneer

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

#### Group 18, Citizens of World

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

## Group 12. 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 inderstand for beginners. There can be a tutorial for them. Other than that images and the overall US were very good.

## Group 1G. SimCo.

Good presentation overall. Maybe the usage of default could be extrted. 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



 $\sim$  Postponed. $\sim$ 

## 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 1M Park Ankara

No e-mail on register? Why is there a option to chose the cor park why doesn't the program just direct the use to the nearest empty car park. Maybe the favorited cor parks can be lawared but there is no need to choose only and a location. If they are utilizing google maps / gps for parking.

## CS102 Section 01 91E 25/03

#### UI Presentation



9/A Proneer

- Need more information in the help option.

910 Cilizen of The World

\_ III I user friendly and fun.

- Map carbe more simpler.

910 Pseu2 Code

- Need more information in the guidelines.

- Itelp menu conse useful.

31C Music Composer

- Also sit needs chords section.

- Program if too complicated for beginners.

916 Sin Co

\_ Who! It the difference between paper and memorybox?

- Prejectation should be more visual. Shoung it more important

than telling.

318 Bil Map

- No pictures

91H

- Nice presentation, carbe more withing.

- Byllons coherence.

#### Section OL UI PRESENTATION



### 91A : broneer

- The presentation was quite undertendable since they showed each screen of their program and pressed each busin to demonstrate its Another.
- Them fonts, aslors and me overall derign they chose reems really elegant and appropriate. Additionally, their logs is also aesthetically pleasing.
- The presentation was complete as they showed their either UI.
- We have no repartire deed back in terms of UI, but we think that the Mittelph section could be from developed, more supply could be added and one rules of the pene could be more clear.

### SIBICITIZEN of the world

- We have found mat the fort and color of text are too distracting and potentially thing for the veers' eyes. They could have used a suple color for the texts and button, also a more elegant fort.
- The prevaletion was understandable in their they explained about each compartment's Araction. However we think the guest about of the some could be shaple given that it is a children's gone.
- The presentation was complete. The pregram 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 then to include a "zoon" Ametion.

## g1D: Pseu 200de

- In terms of presentation, we think that the older have too much text in them, moting it harder to follow the presentator.
- Though the presentation felt complete or they thoroughly explained the fraction of coch british etc., it was too complicated.
- In term of derlyn, it could be more vibrant and the texts could be more readable.

## g1C: Music composer

- It was helpful that they showed similar programs' Ul's and how they got implied from them. However, we found their UI to be d bit complicated. In that sense, it could be more colorful and simple.
- As the presentator pointed out worself, the design want quite complete. owen though the program is complex by its nature
  - The printation felt incomplete in their we didn't understand the forceson of certain buttons.
  - They could reduce the amount of unrecessory spaces

### 916: Sinco GUI

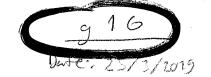
- In terms of presentation, they could reduce the amount of text they show in the solder and instead contains show us the UI somple some mey had prepared.
- The balloon reference to our does war a nice touch, they can holide more things rimiter to that. However they got It wrong (?) the paper -Industry example scenerios was a good idea. has a defect mechanin.
- They could include more colours.
- charge the war may cropped this derignerice. 11

### g1E: UNred

- They have come up with a beautiful logo. In addition, the presentation was good as they explained everyshing vilry screens.
- The sample screens they showed weren't no consortly wishe since they were too small ( mobile phone screen could look byger)

### S1H 1

- The presentation was interactive and some easy to follow.
- Now was 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 breed explanating for user.

Other than these "It looks fine.

#### Group 1B

Main menu doesn't look good and attractive.

The game doesn't present an addractive 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. Buttoms which schooled be pressed constantly should are adtractive colors like redorange, 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 begginers to understand.

#### Group 10

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

the UI can be a bit more coloral in that it highlights dertain 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 (T+'s good)

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

The simplicity of the UI may overwhelm the voes 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.

### CSL02

## Section 1



UI Presentations

Efe Korkmozhan
Özgür MERT EMİR
Cihon Can kiliş
Gökhiğ Goğiran
Koan Erkan
Mahir Efe Mocit
25/03/2019

## 91A Droneer

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

## 91B

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

## g1D

- This is like a Disova tutorial, can be useful. We are not able too 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.

## 91C)

- The UI looks a bit complicated. It may cove a problem for beginners but if it will be known it would not couse 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 pions buttons stay is hard to use. Pressing a button can be a problem while scrolling down or up to find the button.

# 919

The betters, colors and menu is in hormory and looks attractive. Bottom right in the Eircuit Example, Circuit Example Using logic Gats slides are too empty. It should be filled or can be rearranged with the height or puntos of writings and buttons. The presentation is proffesional (bibliography, contents, quick intro and final Remarks)

## 91F/

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

191E

- It is good to give aplace to introduction but this one is full of writing like the whole slide. Background of power point and background of app is some color so it is a bit hard to see they could have changed the powerpoint background color. Putting the Lago and a motto is attractive.