CMSI 370-01
INTERACTION DESIGN
Fall 2012

Assignment 1129 Feedback

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1a — Your intended design is clearly stated and described, although there is no explicit addressing of the mental model you have, for communication to the user via your design. Based on your choice of holographic and 3D representations, plus speech interaction, a mental model can be inferred, but it is still better to state this outright. Note also the rule that your design may only use "shipping technologies." The speech interface I can accept, but for the holographic elements, you need a clear reference to show that something like this can be implemented today. (**|**)

1c — There are no explicit mentions of any guidelines, principles, and theories in your user interface description. A review of the ones we have looked at, with selections that pertain to your design decisions, is needed in order make an effective case for your design choices. (**/**)

1d — Your interaction style choices are implied rather strongly, but you never do state them explicitly. Clear use of established terms is needed in order to demonstrate fully that you understand these concepts and are knowingly applying them. (**|**)

1e — As with the interaction style, your design choices strongly imply the affordances that you are bringing to bear on your design, but also like that outcome, you need to address this explicitly in order to demonstrate your understanding and intentional use of these concepts. (**|**)

2a — You list a couple of use cases (search, student viewing) that describe the particular scenarios fairly well, but again do not explicitly address your rationale or intention for why these scenarios have been designed in this manner. What you *intend* for the user to perceive in the various steps and components of these scenarios is left to inference and implication, but that is not enough here. That's what the whole mental model connection is about after all. (**/**)

2c — Your usability metric analysis makes some heuristic/intuitive sense, but the overall set of interaction design decisions for this user interface also needs to bring more guidelines, principles, theories, interaction styles, and affordances into play. (**/**)

4d — As mentioned in *1a*, you missed one rule for this assignment that restricts you to "shipping technologies." If you *do* know of currently available holographic technologies that directly support your design, you should have cited them. Now, speech technologies capable of what you describe do exist, and you should cite those also. You do cite three of my handouts, but the specific *places* where you use that information should be included, and ultimately those handouts are secondary or tertiary sources—they ultimately come from our texts such as Shneiderman for interaction styles, Nielsen for the metrics, etc. (**/**)

4e — Your work phasing looks good for the amount of content produced although your commit messages can be more descriptive than they were. (**|**)

4f — Not submitted on time. (**–**)