**Tarun Shokeen Peer Evaluation**

**Part 1A: Personal Playing Card**

|  |  |  |  |
| --- | --- | --- | --- |
| **Criteria** | **Yes** | **No** | **Comments/Feedback** |
| The playing card effectively represents the creator’s personality and interests. | Yes |  | The player card accurately reflects Tarun’s keen and psyched personality. |
| The design demonstrates creativity and ingenuity in colours, shapes, and icons. | Yes |  | The design demonstrated bright colours and also displays interactivity with the help of a toggle switch. |
| The card has a clear and consistent design, making it visually appealing. | Yes |  | The card follows a consistent theme. |
| The card demonstrates a basic understanding of Figma's tools and features. | Yes |  | The card demonstrates knowledge of various Figma features. |

**Part 1B: Multi-Touch Component**

|  |  |  |  |
| --- | --- | --- | --- |
| **Criteria** | **Yes** | **No** | **Comments/Feedback** |
| The selected multi-touch component is creative and functional. | Yes |  | The toggle switch works as intended. |
| The Figma design demonstrates the interaction and includes necessary annotations. |  | No | The design can use some labels or annotations. |
| The Loom video walkthrough is clear, concise, and easy to follow. | Yes |  | Tarun explains the process clearly. |
| The walkthrough provides all the necessary steps to replicate the component. | Yes |  | The walkthrough consists of all the important steps necessary to create a toggle switch. |
| The component was easy to replicate based on the walkthrough instructions. | Yes |  | I was able to replicate the process easily. |
| The design and walkthrough show collaborative teamwork and effort. | Yes |  | The design and the walkthrough show collaborative effort. |

**Additional Peer Feedback Section**

**Strengths:** Tarun’s use of contrast and incorporating components in his player card.

**Areas for Improvement:** Usage of labels and annotations in the multitouch component.

**Suggestions for Enhancement:** The toggle switch could use some labels to show the viewer the creative process.

**Annie Jiang Peer Evaluation**

**Part 1A: Personal Playing Card**

|  |  |  |  |
| --- | --- | --- | --- |
| **Criteria** | **Yes** | **No** | **Comments/Feedback** |
| The playing card effectively represents the creator’s personality and interests. | Yes |  | I feel the player card accurately reflects Annie’s creative type. |
| The design demonstrates creativity and ingenuity in colours, shapes, and icons. | Yes |  | The design demonstrated great use of colours, shapes and images. |
| The card has a clear and consistent design, making it visually appealing. | Yes |  | The card follows a consistent design theme. |
| The card demonstrates a basic understanding of Figma's tools and features. | Yes |  | The card demonstrates knowledge of various Figma features. |

**Part 1B: Multi-Touch Component**

|  |  |  |  |
| --- | --- | --- | --- |
| **Criteria** | **Yes** | **No** | **Comments/Feedback** |
| The selected multi-touch component is creative and functional. | Yes |  | The radio buttons functions as intended. |
| The Figma design demonstrates the interaction and includes necessary annotations. | Yes |  | The documents includes a reference to help the user recognize the variants. |
| The Loom video walkthrough is clear, concise, and easy to follow. | Yes |  | Annie demonstrates the process in simple terms making it easy to follow along. |
| The walkthrough provides all the necessary steps to replicate the component. | Yes |  | The walkthrough consists of all the important steps necessary to create a radio button component. |
| The component was easy to replicate based on the walkthrough instructions. | Yes |  | I was able to replicate the process easily. |
| The design and walkthrough show collaborative teamwork and effort. | Yes |  | The design and the walkthrough show collaborative effort. |

**Additional Peer Feedback Section**

**Strengths:** Creativity is one of Annie’s strong suits.

**Areas for Improvement:** A better background for the player card that reflects the high quality of the card.

**Suggestions for Enhancement:** Use of a better quality graphic for the abstract shapes or creating your own in Figma, as Annie has demonstrated her ability to do so.

**Shashank Laur Peer Evaluation**

**Part 1A: Personal Playing Card**

|  |  |  |  |
| --- | --- | --- | --- |
| **Criteria** | **Yes** | **No** | **Comments/Feedback** |
| The playing card effectively represents the creator’s personality and interests. | Yes |  | The player card accurately reflects Shashank’s personality. |
| The design demonstrates creativity and ingenuity in colours, shapes, and icons. | Yes |  | The design demonstrated bright colours and images. |
| The card has a clear and consistent design, making it visually appealing. | Yes |  | The card follows a consistent theme. |
| The card demonstrates a basic understanding of Figma's tools and features. | Yes |  | The card demonstrates knowledge of various Figma features. |

**Part 1B: Multi-Touch Component**

|  |  |  |  |
| --- | --- | --- | --- |
| **Criteria** | **Yes** | **No** | **Comments/Feedback** |
| The selected multi-touch component is creative and functional. | Yes |  | The toggle switch works as intended. |
| The Figma design demonstrates the interaction and includes necessary annotations. |  | No | The design can use some labels or annotations. |
| The Loom video walkthrough is clear, concise, and easy to follow. |  |  |  |
| The walkthrough provides all the necessary steps to replicate the component. |  |  |  |
| The component was easy to replicate based on the walkthrough instructions. |  |  |  |
| The design and walkthrough show collaborative teamwork and effort. |  |  |  |

**Additional Peer Feedback Section**

**Strengths:** Shashank’s use of colours and images in his player card.

**Areas for Improvement:** Text in player card lacking contrast.

**Suggestions for Enhancement:** Use of a darker colour in some of the text for the player card to make it easier to read

**Kajal Sharma Peer Evaluation**

**Part 1A: Personal Playing Card**

|  |  |  |  |
| --- | --- | --- | --- |
| **Criteria** | **Yes** | **No** | **Comments/Feedback** |
| The playing card effectively represents the creator’s personality and interests. | Yes |  | The player card accurately reflects Kajal’s personality. |
| The design demonstrates creativity and ingenuity in colours, shapes, and icons. | Yes |  | The design demonstrated unique text and images. |
| The card has a clear and consistent design, making it visually appealing. | Yes |  | The card follows a consistent theme. |
| The card demonstrates a basic understanding of Figma's tools and features. | Yes |  | The card demonstrates knowledge of various Figma features. |

**Part 1B: Multi-Touch Component**

|  |  |  |  |
| --- | --- | --- | --- |
| **Criteria** | **Yes** | **No** | **Comments/Feedback** |
| The selected multi-touch component is creative and functional. | Yes |  | The text animates as intended. |
| The Figma design demonstrates the interaction and includes necessary annotations. |  | No | The document can use some labels or annotations. |
| The Loom video walkthrough is clear, concise, and easy to follow. | Yes |  | The walkthrough is easy to follow. |
| The walkthrough provides all the necessary steps to replicate the component. | Yes |  | The walkthrough provides all the necessary steps. |
| The component was easy to replicate based on the walkthrough instructions. | Yes |  | The component was easy to replicate. |
| The design and walkthrough show collaborative teamwork and effort. | Yes |  | The design and the walkthrough show collaborative effort. |

**Additional Peer Feedback Section**

**Strengths:** Kajal’s use of colours and text in her player card.

**Areas for Improvement:** Use of a better font for the player card.

**Suggestions for Enhancement:** The player card could use a stronger font to easily contrast against the background.