CMSI 370-01
INTERACTION DESIGN
Fall 2013

Assignment 1105 Feedback

Michael A. Fraser   *mfraser42*

1a — Your paper strikes me as ending right where it should be beginning. You have a good lead-up to the usability issue surrounding second screens, but then there is no follow-through. You've established scenarios where people would use second screens; you have some notion of the technology that goes into them. And so…? That's where you should go for this outcome. What is a second screen user's mental model, and how well do current second screen developers reflect that mental model in the second screen's system image? (**/**)

1b — You explicitly address a few usability metrics when talking about second screen applications. The discussion is fairly sound, but comes across as just common sense, without a basis in the literature. Also, have there been metric studies on second screens? Should there be one? It is aspects like these that are needed to take this outcome over the top. (**|**)

1c — You mention some interaction design principles and other concepts in your paper, but admittedly not enough. The focus comes across as being more about technology and current products, or about application areas that can use a second screen. You start going into usability but don't go all the way. (**/**)

2a — Your methods show that you have investigated this issue with a degree of organization and some form of strategy. The validity of this approach can be considered independently of the focus of your investigation. Keep doing what you did, but with a closer eye on actual interaction design issues, and your other outcomes will follow suit. (**+**)

2b — Your final conclusion does not come across as well-founded, let alone well-founded upon usability metrics, interaction design guidelines, principles, and theories, interaction styles, etc. The paper sounds a positive note for second screen technology, but mainly on the basis that "everybody's doing it" instead of any usability breakthroughs. (**/**)

4d — As mentioned in *2a*, your paper shows that you have some success at locating relevant information sources and sorting through them. But then as mentioned in the other outcomes and in my inline comments, this activity should hit interaction design issues (especially with respect to mental models) more squarely. Still, you have shown that you can do this; you just need to do it on the right topic. (**+**)

4e — Your commit count and messages are appropriate for work of this scale, and although ideally this work would have been spread out over more like two weeks, given typical college schedules I guess having worked on it over around one week will do **:)** (**+**)

4f — Submitted on time. (**+**)