

**CMSI 370-01**  
**INTERACTION DESIGN**  
Fall 2012

## **Assignment 1129 Feedback**

**Chris Whiting**

*1a* — Your intended mental model, and the way your design aims to communicate that model to the user, is clearly stated. (+)

*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, will help strengthen your writeup and also address some clear gaps. Your rationale section would definitely benefit from some explicit mention of these concepts. (/)

*1d* — Your interaction style choice is clearly stated, and your rationale for this choice shows that you understand (mostly) its strengths and weaknesses. (+)

*1e* — You address affordances explicitly, picking some key concepts and terms, but I found the connections to be somewhat forced. I'll admit that I don't associate an "event" necessarily with a tent, much less a "report" with a building. The basic knowledge and terminology are there, but I think they can be applied better to your design decisions. (|)

*2a* — You list a couple of creation use cases with a description of how your interface communicates mental models, although, as mentioned in *1e* I will admit that a tent does not say "event" to me (my first image when I think of "event" is a calendar, actually). But then that is more of an individualized preference. At greater issue is that I think you miss some key scenarios for *search* and *edit*. You have pieces of these in other sections; they would be more clearly illustrated in the same scenario section as your create cases. Finally, you should spend more time stating what you *intend* for the user to perceive in the various steps and components of these scenarios. That's what the whole mental model connection is about after all. (/)

*2c* — Your overall set of interaction design decisions for this user interface is generally well-founded, bringing usability metrics, interaction styles, and affordances into play. The one gap lies in guidelines, principles, and theories—as seen in *1c*, good choices in this area will help round out your user interface quite a bit. (|)

*4d* — Your rationale and terminology speak to some foundation with the resources and documentation available to you, but you should cite them explicitly. You mention Roller Coaster Tycoon and Xbox 360 avatars; these should be mentioned in the references section. The sources for many of your concepts should also be cited (Norman for affordances; potentially Nielsen for the metrics; etc.). You never know, by revisiting these references, you might also get additional ideas and a better handle on how these influence your design. (|)

*4e* — Your work phasing looks good and your commit messages are descriptive. (+)

*4f* — Submitted on time. (+)