

CMSI 370-01
INTERACTION DESIGN
Fall 2012

Assignment 1120 Feedback

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1e — You recognized that there is no self-evident way for the user to figure out how to pan and zoom the scene, and so modified the web page with appropriate instructions. You might not have thought about this as being related to affordances, but I interpret it as such—it signals that you recognized the need for some kind of information to be visible. Good catch. (+)

3a — You definitely advanced your user interface knowledge quite well with this assignment. (+)

3b — Your work shows further advancement in event-driven programming, specifically with regard to handling a rapid succession of events, typical of the direct manipulation interaction style. (+)

3c — Your understanding of MVC is clearly demonstrated in this assignment. (+)

3d — You are fairly successful in breaking down high-level user actions into lower-level events. There is one hiccup in your approach, in that your code fails to record proper initial states when the mouse goes down. For example, start scaling the tetrahedron by taking the mouse near the bottom of the 3D area, then let go of the mouse button. Move the mouse to the *top* of the 3D area then start another scale operation there. Notice how your tetrahedron “jumps” the scale factor, mainly because your scale (and pan) calculations are *absolute*. To keep from jarring the user, you should adjust them so that they are relative to the initial state of things when the mouse button goes down.

The bottom line here is that your state management needs more refinement when a high-level user action is initiated. Other than that, things came out pretty nicely, I think. (|)

4a — Your code largely works, except for the aforementioned initial state behavior. There are also a few notes included in your code inline, all pertaining to JavaScript-specific coding issues. (|)

4b — Your code demonstrates proper separation of concerns. (+)

4c — Your code is nicely readable and easy to understand. Comments provide appropriate annotations, and spacing is generally OK (though not perfect). (+)

4d — Your work generally shows good resource use and knowledge-seeking. (+)

4e — Your commit pattern shows decent phasing and messages. You started and finished early—that is a good habit to nurture! (+)

4f — Submitted on time (very much so!). (+)