

CMSI 370-01
INTERACTION DESIGN
Fall 2013

Assignment I206 Feedback

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1a — Your ideas show some notion of how interaction design relates to mental models, especially the bricks approach. The others, less and less so. Note how you tied bricks very nicely to concrete situations on how we currently use our web browsers. Achievements, less so—we have no notion of “achievements” right now, so this is more of a leap. Mental model-wise, the idea of achievements is not a new way of looking at something that is already there (the way, say, videos are already there but presentable in a new way via bricks), but *the very idea* of achievements must be introduced to the user too. As mentioned in the inline comments, as a new potential feature this has potential. But in that case it is less of a design change than it is a functionality change. And don’t even get me started on the security and timing issues **O_o** (|)

1c — In the end, you hardly state any interaction design concepts from the class in your design. No consistency; no feedback; no locus of control; no clearly-marked exits; etc. These were the kinds of ideas that were expected in the design rationale section. (e.g., “This interface idea is good because it represents better *feedback*,” or “This user interface element makes the web browser’s interface more *consistent* with some other thing either inside or outside the browser.”) (/)

2b — You do touch on metrics explicitly, but the tie-ins are not very strong, and learnability is misinterpreted somewhat. And as mentioned in *1c*, without any interaction design concepts mentioned, it is very hard to apply them to make an interaction design decision. (/)

4d — You have expressed some good ideas, but it is clear that they were produced in a vacuum—i.e., you did not check if similar ideas have been tried, or if certain assumptions were valid (e.g., by knowing the Internet speed you always know how long a browser connection will take). So I think you could have done a little bit more here in terms of finding information and resources. (|)

4e — Your commit frequency and messages are appropriate for this work. Timing could have been better, but it was the last assignment for the semester, so... (+)

4f — Submitted on time. (+)