

# CMSI 370-01

## INTERACTION DESIGN

Fall 2015

### Assignment 0924 Feedback

Because we have not yet fully explored the scopes of outcomes *1b* and *2b*, these proficiencies have a maximum value (for this assignment) of |. For outcomes that get +’s (or |’s for *1b* and *2b*), there isn’t much more to say except “keep doing it that way.” :) Feedback for other proficiencies focus on specific points of improvement in order to advance. The answer to “how do I improve my proficiencies” is always “do what I write down in the feedback.”

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*Notes while reading:*

- OK, I get the three tasks, but I am not clear on how starting a game would be different from starting Netflix. We’ll see as I read further.
- I assume that all 11 people are proficient with both PS4 and Xbox One? Measuring efficiency implies that this is the case. However it would be best to state this explicitly so there is no confusion.
- There is a major outlier in Table 1 for Xbox One. Might be best to handle that differently.
- In Section 2, because I am not familiar with whether there are user interface guidelines for PS4 or Xbox One, I can understand why you might turn to another document. Still, I hope that you searched anyway—I would be a little surprised if there were absolutely *no* such documentation for these platforms.
- I like the way you used direct sections from the *usability.gov* page to structure your discussion. The applications vary in quality but they generally make sense. However what is significantly missing is *illustration*. There are direct references to user interface elements on both systems in this section; ideally these are included to support what is being said in the text.
- This section also requires better tie-in to the data. There are some parts that do, such as the “Simply for Learnability” section. But the connection can be clearer.
- With a clearer connection, your final conclusion section would then be a lot more compelling.

*Overall commentary:* The study design and method appears to be fairly sound with a couple of questions: first, assurance that the users were all proficient PS4 and Xbox One users is a must, because you are claiming efficiency as one of the metrics. Second, better clarity on the difference between starting a game and starting Netflix is needed, ideally with illustrations.

The direct use of a guidelines document is a good structural move, but the internal content could have been better by connecting the discussion more closely to the data. In addition, here again we could have used many more illustrations than were provided.

*1a* — + ...You tracked mental models well, connecting what users might have been thinking to the data that were measured.

*1b* — | ...This totally went well, but as noted just happens to be maxed out at | for now because not all course concepts were available to use yet. But you did a decent job of what was already known/presented.

*2a* — | ...Most of the issues pointed out are issues of documentation. There isn’t an obvious *factual* problem but there is an issue with *communicating* those facts (e.g., proficiency of users). Thus, this is lowered a little but not too low.

*2b* — / ...Two major points bring this down: first is the need for more connectivity between the discussion and the data. Second is the need for more illustration. These missing items make your use of the guidelines from *usability.gov* less effective than they could have been.

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*4d* — | ...Outside information was generally used OK, but I wish there was a better indication of whether there really aren’t any guidelines documents for the two platforms. Plus, the need for more screenshots is in a sense an area of improvement in terms of using information, as well.

*4e* — The *.docx* didn’t have to be deleted—but in the end this is pretty much just one commit. Do phase your work better. (/)

*4f* — Submitted on time. (+)