

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

**Assignment 0918 Feedback**

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*1b* — Your writeups demonstrate an understanding of the metrics involved in this assignment quite well. (+)

*1c* — Your guideline audit, as you know, was a little trickier than others due to the choice of software genre. Generally your synthesized guidelines are a mixed bag: the first two work as usability guidelines, but the latter two relate more to game design than usability. Further, in the audit itself, you seem to have focused on the *Call of Duty* family overall, without comparing *MW2* and *Black Ops*. If this is because both games were ultimately very similar (except for that one difference with *MW2*), the comparison should still be made clear. The greater degree of difficulty is noted, though, and aside from the lack of comparison the audit was generally conducted satisfactorily. (I)

*2a* — A little more detail on how users responded to or interpreted the user interface would have been nice; what you have is just a notch above direct interpretation of the numbers. What was talked about in-class would have been good to capture in the written report as well, in order to give the numbers a “story.” (I)

*2b* — You interpreted the metrics well, and clearly stated how each one fared. You also stated clearly that you viewed satisfaction as the priority metric for this type of application. (+)

*2c* — Your final paragraph in the usability metrics report clearly states that you give the better interface to *MW2*, on the grounds of satisfaction as the top-priority metric. (+)

*4d* — Resources and documentation are demonstrably used well. (+)

*4e* — A decent number of commits, although all on the same day **O\_o** Messages can be a *little* more descriptive, but still a good start. (+)

*4f* — Submitted generally on time, though right before class started. (+)