CMSI 370-01
INTERACTION DESIGN
Fall 2012

Assignment 1030 Feedback

Carlos Agudo

1a — The content of your writing shows a decent understanding of how interaction design relates to mental models, although the writing itself can use significant improvement. I will chalk some of this up to second-language reasons, but I would say that some aspects are independent of that. For instance, your citations are incomplete; if you include something in your references, your text should indicate where you used these references, and it does so for only four of them. Figures should also be numbered for easy reference and identification; same with sections, so that the structure of the paper is clear while reading (and not just while looking at the table of contents).

Overall, you have a case of "form distracting from content"—content looks OK, but is not delivered in the clearest possible way. And as mentioned, much of this is independent of primary language concerns. (**|**)

2a — You do a good job with identifying and explaining real-world skeuomorphic interfaces, both on positive and negative sides. The choice of figures is very effective. (**+**)

2c — Your paper includes, quite well, additional concepts from the course. In particular, your connection of skeuomorphism to usability metrics is well done. (**+**)

4d — You found a good number of references and supporting information; as pointed out in *1a*, though, you should pinpoint where in the text you used information from each of them. (**+**)

4e — Your commit patterns show good pacing and messages. But did you really only start working on this paper three days before the deadline? (**+**)

4f — Submitted something on time, but clearly incomplete until November 4. (**|**)