CMSI 370-01
INTERACTION DESIGN
Fall 2012

Assignment 1129 Feedback

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1a — Your dream design explicitly states the mental model that you desire to communicate and connects how various parts of your user interface make this connection. (**+**)

1c — Your document expressly and correctly makes use of a variety of interaction design guidelines and principles, and also relates Norman's seven stages of action to your design. (**+**)

1d — Your design expressly addresses interaction styles and makes clear choices on what is being used in this user interface. There is a bit of an inconsistency in terms of your expressed priority metric (efficiency) and the typical strengths and weaknesses of the chosen interaction style (menus/forms/dialogs, which, as you yourself state, are typically more learnable than efficient). This casts a little doubt in the basis of your interaction style choice. (**|**)

1e — There is some addressing of affordances in your dream design, although either this is not completely explicit or a little bit of the stretch (e.g., icons being skeuomorphic). In addition, the very unconventionality of the user interface leaves open the question of what the *overall* "affordance" of the layout may be—it will certainly be unfamiliar to some users, and it is hard to tell, without a working prototype, exactly how well the design communicates with a variety of users. (**|**)

2a — Your design is certainly built around a particular set of use cases for updating and creating new data. There are certainly some interesting ideas here, but the very unconventionality of the design invites a working prototype and empirical tests, and casts a little doubt on how well a mental model will be communicated to the user.

In addition, the design is focused on student creation and editing—how about the rest of the user interface? How does one do search and navigation? How about the rest of the application's functionality, with respect to events, grants, etc.? In the end, your writeup feels more like one portion of an overall dream design, and not the complete design itself. (**|**)

2c — Your usability metric analysis of your design seems somewhat cookie-cutter—it is based more on the general characteristics of the interaction style you chose, and not on the design itself. The previously pointed out inconsistency between this and your expressed metric priority (indicated in *1d*) also detracts a bit from your design decisions. Your use of other principles in your design seems otherwise decent though. (**|**)

4d — You definitely make use of a variety of terms and concepts seen in this course—but those have clear sources, and ideally you should identify them. Also, did you use any other resources or documentation to inform your design? If so, those should be indicated also. (**|**)

4e — Your initial submission consisted of a single commit, with the majority of later work coming after the due date. Your commit messages are decently descriptive, but even for that somewhat preliminary first commit, I think you could have phased your work a little better. (**|**)

4f — Partially submitted on time; the rest a day later. (**|**)