

CMSI 370-01
INTERACTION DESIGN
Fall 2015

Assignment I 124 Feedback

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Notes while reading (asterisks indicate major observations):

- Technical note: why are you using \indent? The style should take care of that for you.
- The timeline idea is neat, but I would say it is more of a functionality idea rather than a usability one. It's still a good idea, but just not a great fit for this assignment. (1a)
- OK, Section 4 helps out here somewhat. You're saying that an app like Instagram does not sufficiently cover what users are thinking with photo apps, and that the notion of a timeline is actually part of how people perceive photo sharing. Yes, it helps to say that. (1a)
- Same with the picture-drawing features. (1a)

1a — + ...OK, by the end of the design I am largely convinced that the user's mental model of photo sharing is better served by your suggested features, even if those features are not fully usability-centric, carrying a bit of functionality (utility) with them.

1b — | ...There is mention of metrics, but not much else. The paper's tendency is to be so busy describing *what* the new features look like and do that it misses out on saying *why* the designs look and act the way they are described.

2b — | ...Reasoning for the proposed design changes is given, but they are more common-sense-based rather than driven by course concepts.

4d — | ...Same reasoning as 1b and 2b—information use is present but could have gone further.

4e — +

4f — | ...A few tweaks submitted after the due date.