

CMSI 370-01
INTERACTION DESIGN
Fall 2015

Assignment I020 (due I022) Feedback

All applicable outcomes can now reach maximum proficiency values with this assignment.

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Notes while reading:

- I guess there was some confusion in my instructions. I used `blockquote` to indicate my commentary. It was not meant to carry over into your work.
- In the *Events* section, you missed an event that you hinted at earlier: acquisition and loss of keyboard focus. Also, how about mouse events (for selection)? Further out, there are touch events too, though I wouldn't have expected you to include those. (1a)
- Also, small typo: "keydownm." (2a)
- Your state diagram has consistency: it does not include the events that you don't mention. (1a)
- Your *Variants* section has particularly good coverage. It will be fun to see future students fill out these sections more fully. +(2a)
- Illustrations are nicely done too. +(2a)
- For efficiency, I would include efficiency in switching text fields as a strong factor, because text fields frequently appear in groups (say in forms). You hint at this with errors in the next bullet. (2a)
- I guess it is tough to see when there is just a single platform (so far), but the *Platform-Specific Instances* actually strike me more as additional variants rather than just particular OS X text fields. True, the variants you have in the *Variants* section also appear in other platforms; perhaps this is what you meant. (1a)

1a — | ...You capture most of what users think of with text fields, except for non-keyboard interactions. The notion of focus—particularly when multiple text fields are present—is a basic concept that needs some core coverage as well.

1b — | ...Not a lot of course concepts covered here except for metrics and feedback. With text fields being so ubiquitous this could certainly be an endless list, but I think it is fair to mention at least one more: *consistency* comes to the fore right away, again because the text field is so common—users should never have to re-learn or be confused by them.

2a — + ...Overall, the entry is executed quite well, particularly the illustrations. True that there are some gaps, but the positives outweigh the negatives.

2b — + ...Course concepts are not completely well-covered, but what concepts you do have are discussed with good depth.

4d — | ...Some good specific references here, but how about more general ones, such as those listing relevant principles? In a sense, the lack of such references lines up with the main gap in this entry of needing a few more core interaction design ideas to shore things up.

4e — You successfully issued a pull request. Your commits are very well-paced, with some work well in advance of the due date and all messages being decently descriptive. (+)

4f — Submitted on time. (+)