Group I

Educational Collaboration UX

# Introduction

This Adobe-sponsored project is about developing and prototyping an interaction model for an online tool that permits instructors to manage course projects, students to collaborate and external reviewers to provide real-time feedback.

Thank you for your participation in evaluating the student work. Please score the presentations you observe based on the following rubric and provide any additional comments you wish.

***Please keep in mind that for this project the expectation regarding interface visual design is nicely formatted schematic representation only.***

# Grading Rubric

| **Quality** | **Poor (1)** | **Good (2 - 3)** | **Excellent (4)** | **Weight (%)** |
| --- | --- | --- | --- | --- |
| Presentation | Final deliverable does not meet stated requirements or does not address the design brief. Final presentation shows lack of preparation. | Final deliverable meets all stated requirements. Presentation is organized and clear. | Final deliverable demonstrates exceptional attention to detail and communication value. The final presentation is well-rehearsed and effective. | 40% |
| Interaction Model | The system concept does not make good sense, the plan is either too simple or too complex with respect to assigned purpose or does not address the persona needs. | The system concept presented is sound and complete in terms of conceptual and object models. The system is efficient in terms of the elements and relationships required to address the persona needs. | The system concept is innovative in terms of purpose, conceptual or object model. The specification of objects, relationships and the information exchanged and is particularly elegant. | 30% |
| Prototype | The presented workflows do not support the interaction model or fully address the brief. The information architecture of the layouts are awkward or disconnected from the interaction model. The production values of the prototype are poor. | The screen layouts are a good fit for the interaction model, the conceptual model is expressed through the screens and interactions, and the prototype feels consistent and smooth. | The screen layouts demonstrate awareness of standard UI expectations. The narrative flow and interaction model for the system are simply expressed in the prototype layout and behaviors. The production value of the prototype is exceptional. | 30% |

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## Dorahan Arapgirlioglu

*Comments: Quality 1 2 3 4*

**Presentation** \_|\_\_\_ \_\_\_|\_\_\_ \_\_\_|\_\_\_ \_\_\_|\_

**Interaction Model** \_|\_\_\_ \_\_\_|\_\_\_ \_\_\_|\_\_\_ \_\_\_|\_

**Prototype** \_|\_\_\_ \_\_\_|\_\_\_ \_\_\_|\_\_\_ \_\_\_|\_

## Elaine Chu

*Comments: Quality 1 2 3 4*

**Presentation** \_|\_\_\_ \_\_\_|\_\_\_ \_\_\_|\_\_\_ \_\_\_|\_

**Interaction Model** \_|\_\_\_ \_\_\_|\_\_\_ \_\_\_|\_\_\_ \_\_\_|\_

**Prototype** \_|\_\_\_ \_\_\_|\_\_\_ \_\_\_|\_\_\_ \_\_\_|\_

## Jasmine Calderon

*Comments: Quality 1 2 3 4*

**Presentation** \_|\_\_\_ \_\_\_|\_\_\_ \_\_\_|\_\_\_ \_\_\_|\_

**Interaction Model** \_|\_\_\_ \_\_\_|\_\_\_ \_\_\_|\_\_\_ \_\_\_|\_

**Prototype** \_|\_\_\_ \_\_\_|\_\_\_ \_\_\_|\_\_\_ \_\_\_|\_

## Eli Bornstein

*Comments: Quality 1 2 3 4*

**Presentation** \_|\_\_\_ \_\_\_|\_\_\_ \_\_\_|\_\_\_ \_\_\_|\_

**Interaction Model** \_|\_\_\_ \_\_\_|\_\_\_ \_\_\_|\_\_\_ \_\_\_|\_

**Prototype** \_|\_\_\_ \_\_\_|\_\_\_ \_\_\_|\_\_\_ \_\_\_|\_

## Hiroko Kobayashi

*Comments: Quality 1 2 3 4*

**Presentation** \_|\_\_\_ \_\_\_|\_\_\_ \_\_\_|\_\_\_ \_\_\_|\_

**Interaction Model** \_|\_\_\_ \_\_\_|\_\_\_ \_\_\_|\_\_\_ \_\_\_|\_

**Prototype** \_|\_\_\_ \_\_\_|\_\_\_ \_\_\_|\_\_\_ \_\_\_|\_

## Naomi Kwon

*Comments: Quality 1 2 3 4*

**Presentation** \_|\_\_\_ \_\_\_|\_\_\_ \_\_\_|\_\_\_ \_\_\_|\_

**Interaction Model** \_|\_\_\_ \_\_\_|\_\_\_ \_\_\_|\_\_\_ \_\_\_|\_

**Prototype** \_|\_\_\_ \_\_\_|\_\_\_ \_\_\_|\_\_\_ \_\_\_|\_

## Taylor Rogalski

*Comments: Quality 1 2 3 4*

**Presentation** \_|\_\_\_ \_\_\_|\_\_\_ \_\_\_|\_\_\_ \_\_\_|\_

**Interaction Model** \_|\_\_\_ \_\_\_|\_\_\_ \_\_\_|\_\_\_ \_\_\_|\_

**Prototype** \_|\_\_\_ \_\_\_|\_\_\_ \_\_\_|\_\_\_ \_\_\_|\_

## Aaron Stevens

*Comments: Quality 1 2 3 4*

**Presentation** \_|\_\_\_ \_\_\_|\_\_\_ \_\_\_|\_\_\_ \_\_\_|\_

**Interaction Model** \_|\_\_\_ \_\_\_|\_\_\_ \_\_\_|\_\_\_ \_\_\_|\_

**Prototype** \_|\_\_\_ \_\_\_|\_\_\_ \_\_\_|\_\_\_ \_\_\_|\_

## Brian Wong

*Comments: Quality 1 2 3 4*

**Presentation** \_|\_\_\_ \_\_\_|\_\_\_ \_\_\_|\_\_\_ \_\_\_|\_

**Interaction Model** \_|\_\_\_ \_\_\_|\_\_\_ \_\_\_|\_\_\_ \_\_\_|\_

**Prototype** \_|\_\_\_ \_\_\_|\_\_\_ \_\_\_|\_\_\_ \_\_\_|\_