

CANM 801 Group Directed Study: Peer Final Project Evaluation

Name of Designer (being evaluated): Thomas Smet

Please evaluate your each of your classmate's final user interface design specification, both the written portion and the dynamic prototype. These two portions together should fully describe the detailed user interaction design plan for the proposed project.

Section 1: Written User Interface Design Specification

Evaluation Criteria	Description	1-10 Possible Pts.	Comments
Overall Professionalism	Is the documentation clearly written without grammar or spelling errors? Or designed user experience and design documentation as a package.	10	Very well done.
Document layout	Is the specification document organized, consistent—integrated as a whole?	10	Consistent and integrated well.
Graphics, illustrations and/or photos	Is the quality and effectiveness of color, illustrations, icons or imagery to explain the design?	9	The color palette does seem a little inconsistent; I'm seeing a lot of variation.
Concise and to the point	Is the specification documentation precise and straight forward, presenting only the essential information that explains the overall user interface design and justification?	10	An easy read
Coding readiness	How well do you think a software engineer could use this design specification to develop the code to support this user interface design?	8	It's technical in description, but the outline of the visual treatment could use refinement.
		50 pts	

Section 2: Dynamic Prototype of the User Interface Design

Evaluation Criteria	Description	1-10 Possible Pts.	Comments
Navigation	Quality and effectiveness of navigation: clear, consistent? Does it work?	10	Very well done.
Interactivity	Are there behaviors demonstrated? (e.g., rollovers)	10	
Visual design	Quality and effectiveness of color, illustrations, icons or imagery: Are they appropriate? prepared correctly? Quantity: too much, too little?	10	Very well designed; bright and attention grabbing. Perfect for the target audience.
Ease of use	How easy is it to understand & figure out how to use/learn? For example, did you follow the step-through sequence? Does it follow the principles of usability learned in this class (e.g., Nielsen's 10 heuristics, Norman's design goals)	10	Took me a brief second, but very intuitive.
Innovation & unique solution	How unique is the proposed design to this functionally of this project? Is the solution interesting, refreshing and innovative or does it look like other solutions you may have already experienced in the real world?	8	Though the concept does seem like it might have been done before, the overall direction seems fresh.
		50 pts	

Total Score: 95 (add the written and prototype evaluations together for combined score)

Comments and/or constructive suggestions?

Can you make any suggestions that would be helpful to the design and development of this student's project? Please provide your comments here.

It's difficult for me to offer any additional suggestions. Though I understand your target audience, perhaps you could attempt to dive deeper into character development (just grabbing at straws here). From a total marketing aspect, a lead character with a strong, developed story could help to expand the games and associated merchandise in the future. That is, if you want to go in an "expansion" direction.