

Student 1

Last edited: 04-30-2008 20:52:23

Messages: 87

Checklist for Peer Evaluations (Susan)		
Scale: 5 = Excellent, 4 = Very Good, 3 = Good, 2 = Acceptable, 1= Minimal, 0 =Unacceptable		
Description	Points (1 to 5)	Comments
<u>Navigation/Interface Design</u> Interface is intuitive, interactions meaningful, and user is able to navigate easily to different parts of the movie	2	Interface is intuitive, but there isn't much there. Only six frames and one of them doesn't take me anywhere.
<u>System Status</u> User is kept informed about location in movie; Provided appropriate feedback when necessary	3	User is kept informed on most screens (less quiz) about their position in the movie with frame headings. Buttons don't provide any rollover feedback.
<u>User Control</u> User can control when information or animation is viewed; Can control order of interactions, and escape from places they unexpectedly find themselves in.	4	There are no places that the user feels trapped. User can control user interactions.
<u>Consistency and Standards</u> User can perform similar actions throughout interactions	5	As a whole the movie has a uniform look and feel.
<u>Content</u> Language is familiar and comfortable for intended audience. Follows basic rules of spelling and grammar.	4	Language is good. Objectives are clear. However, I don't know if there is sufficient information on the variable page to understand what I am trying to do.
<u>Visual Design</u> Colors, backgrounds, buttons, and text work together to create a clear and easy viewing experience. Buttons and text are easy to read.	5	The look and feel of the application looks good.
<u>Animation Quality</u> Animation works smoothly and appropriately	1	No animation yet.

<u>Technical Performance</u> All multimedia elements (e.g., sound, animation, images, etc.) within the movie worked appropriately	1	No sound. Animation isn't working yet. Quiz doesn't work yet.
<u>Overall Critique</u> Overall impression of the project, based on requirements and creativity	3	Project shows promise, but to be honest it wasn't complete enough for me to give a clear evaluation.
Total Points (45)	33	
<p>Other Comments: Susan, I hated to evaluate this because I have seen your work and I know what you are capable of. This just wasn't complete enough to really get a good read on the way that the application would work.</p> <p>Issues: Quiz doesn't work. Investigation page seems to be missing. There is no interaction on the variables page. Name, collected on the second page, doesn't show up again. The quit page doesn't work. No music, animation, motion tweens, shape tweens, ...</p> <p>That said, I know you will pull it together. If you need any help please let me know.</p>		

"The greatest danger for most of us is not that we aim to high and fail, but that we aim to low and succeed." -- Michelangelo

Student 2

Last edited: 05-01-2008 14:22:46

Messages: 67

Location: St. Peters, MO

Scale: 5 = Excellent, 4 = Very Good, 3 = Good, 2 = Acceptable, 1= Minimal, 0 =Unacceptable		
Description	Points (1 to 5)	Comments
<u>Navigation/Interface Design</u> Interface is intuitive, interactions meaningful, and user is able to navigate easily to different parts of the movie	3	Intuitive, not much interactions. Can go between parts
<u>System Status</u> User is kept informed about location in movie; Provided appropriate feedback when necessary	3	Headers give position, but I'd almost like the buttons to do something (change color with the one you're on maybe, or highlight when over them).
<u>User Control</u> User can control when information or animation is viewed; Can control order of interactions, and escape from places they unexpectedly find themselves in.	4	easily change pages (though Investigation didn't work).
<u>Consistency and Standards</u> User can perform similar actions throughout interactions	5	Uniform.
<u>Content</u> Language is familiar and comfortable for intended audience. Follows basic rules of spelling and grammar.	3	Not sure who the audience is. Not sure what I'm supposed to do on variables page.
<u>Visual Design</u> Colors, backgrounds, buttons, and text work together to create a clear and easy viewing experience. Buttons and text are easy to read.	4	Primary colors feel good. May be a little simple or childish if not for a child. Buttons easy to follow.
<u>Animation Quality</u> Animation works smoothly and appropriately	1	Didn't notice animations.
<u>Technical Performance</u> All multimedia elements (e.g., sound, animation, images, etc.) within the movie worked appropriately	1	Didn't notice sound or animations/movies.
<u>Overall Critique</u> Overall impression of the project, based on requirements and creativity	2	Lookin good, but still needs some work (which you know)
Total Points (45)		

Other Comments:

Quiz doesn't work. Can't put boxes down once picked up, and then they stay on top of the screen. Needs investigation and more info on variable.

Student 3:
 Last edited: 05-02-2008 01:01:09
 Messages: 74
 Location: Columbia, Mo.

Checklist for Peer Evaluations		
Scale: 5 = Excellent, 4 = Very Good, 3 = Good, 2 = Acceptable, 1= Minimal, 0 =Unacceptable		
Description	Points (1 to 5)	Comments
<u>Navigation/Interface Design</u> Interface is intuitive, interactions meaningful, and user is able to navigate easily to different parts of the movie	3	The design is intuitive, and it will make for users to easily navigate to other pages. It is difficult, though, to tell how meaningful the interactions will be since they're not done yet.
<u>System Status</u> User is kept informed about location in movie; Provided appropriate feedback when necessary	3	This could be a little clearer. The headings do say the user's location in the project, but are not on every frame. For example, it's missing on the quiz page.
<u>User Control</u> User can control when information or animation is viewed; Can control order of interactions, and escape from places they unexpectedly find themselves in.	2	The quit screen didn't work when I tried to click the yes or no buttons. Also, there was no button to allow the user to be greeted by name. I was able to fill my name out, but nothing else from there.
<u>Consistency and Standards</u> User can perform similar actions throughout interactions	5	Everything is consistent. It is easy to navigate from page to page.
<u>Content</u>	4	Grammar is fine but some of the

Language is familiar and comfortable for intended audience. Follows basic rules of spelling and grammar.		words and sentences, particularly in the quiz, get cut off.
<u>Visual Design</u> Colors, backgrounds, buttons, and text work together to create a clear and easy viewing experience. Buttons and text are easy to read.	5	Everything is easy to read and see. Some of the text in the About page box is a little squished. You may want to fix that.
<u>Animation Quality</u> Animation works smoothly and appropriately	1	I didn't see an animation.
<u>Technical Performance</u> All multimedia elements (e.g., sound, animation, images, etc.) within the movie worked appropriately	1	This will obviously come later. I just had to give it a 1 because the project isn't complete. The drag / drop quiz does have some issues. Picked up boxes stay on the screen even after navigating off the page, and I wasn't able to drop them ever. The boxes on the quiz also didn't recognize my answers.
<u>Overall Critique</u> Overall impression of the project, based on requirements and creativity	2	Susan, you're getting there! You can do it! Overall, it's incomplete, but it's fixable in some time.
Total Points (45)	26	
Other Comments: Susan, I hope this critique isn't discouraging. I know you can do it!		

Student 4:
Last edited: 05-02-2008 10:12:22
Messages: 48

I couldn't figure out how to paste the table in. Sorry!

Checklist for Peer Evaluations

1. Navigation/Interface Design- 3 The navigation isn't completely obvious. From the home you don't know where to go first. Once on the purpose page there is not an enter button for the input text.
 2. System Status- 4 The menu bar is at the bottom is helpful, but if there is supposed to be a certain order of navigation it should be indicated, especially from the home page.
 3. User Control- 5 Yes, the menu bar allows this option throughout the movie.
 4. Consistency and Standards- 4 Mostly.
 5. Content- 3 The choose your variable page could use a little more direction on what the user is supposed to do. I didn't understand the connection from the choose your variable page to the quiz.
 6. Visual Design- 4 The colors and buttons are consistent in their design. All of the text was easy to read.
 7. Animation Quality- 1 I didn't see any animation.
 8. Technical Performance- 1 One of the input boxes on the choose your variable page does not work. Are you supposed to be able to slide the weight scale? The investigation button does not work. Once you pick up an answer on the quiz it will not drop. The quit screen buttons are not working.
 9. Overall Critique- 3 I know you said this was a rough draft. I think it will come along well.
- Total Points (45) 28
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Student 5

Checklist for Peer Evaluations – Susan German		
Scale: 5 = Excellent, 4 = Very Good, 3 = Good, 2 = Acceptable, 1= Minimal, 0 =Unacceptable		
Description	Points (1 to 5)	Comments
<u>Navigation/Interface Design</u> Interface is intuitive, interactions meaningful, and user is able to navigate easily to different parts of the movie	4	Looks like all of your buttons are working except for Investigation.
<u>System Status</u> User is kept informed about location in movie; Provided appropriate feedback when necessary	4.5	Titles on all accessible screens except for the Quiz.
<u>User Control</u> User can control when information or animation is viewed; Can control order of interactions, and escape from places they unexpectedly find themselves in.	2	Had some trouble on the Quiz screen with dragging the letters. Couldn't drop them anywhere. In fact they stuck on the cursor when I moved to another screen. Couldn't get out of Quit screen by choosing yes or no.
<u>Consistency and Standards</u> User can perform similar actions throughout interactions	5	Buttons at the bottom makes navigation easy.
<u>Content</u> Language is familiar and comfortable for intended audience. Follows basic rules of spelling and grammar.	5	Looks good.
<u>Visual Design</u> Colors, backgrounds, buttons, and text work together to create a clear and easy viewing experience. Buttons and text are easy to read.	4	On the variable screen I found it difficult to decide what I was supposed type in the boxes. I would make the instructions on the quiz a little larger.
<u>Animation Quality</u> Animation works smoothly and appropriately	1.5	Not sure what to do after enter my name. Seems I should submit somehow. Quiz screen seems scrambled. Can't get to Investigation screen. Can only get out of Quit screen by using bottom buttons.
<u>Technical Performance</u> All multimedia elements (e.g., sound, animation, images, etc.) within the movie worked appropriately	1	Couldn't get these to work.

<u>Overall Critique</u> Overall impression of the project, based on requirements and creativity	2	Still have some work to do, but not as much as me.
Total Points (45)	29	
Other Comments: Keep at it!		