

**CS-639 — Interaction Design Studio**

# **Agency Critique**

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# Today

- **Whole-class critique** (20 min) — 4–5 volunteers present to the class
- **Pod critique** (20 min) — share and critique within your pod
- **Reminders** (5 min)

**The test: at high agency, what happens when the system is wrong? If you haven't designed for that, the agency level is too high.**

# Whole-Class Critique

**Presenters:** Show your three designs (low, medium, high) and walk us through:

- How do the three versions differ — not just in automation, but in the **interface itself**?
- What did the **four decision factors** tell you about the right level?
- Which **HAX guidelines** were hardest to satisfy at higher agency?
- What's your **recommendation** — and what factors drove it?

**Class:** Listen for whether the recommendation is grounded in the four factors or just intuition.

# Pod Critique

**In your pod, share your designs and ask each other:**

- Are the three agency levels **genuinely different** designs — or the same design with more automation bolted on?
- Do the **four decision factors** support the recommended level — or contradict it?
- At high agency, how does the user know the system **did the right thing**?
- Which **HAX guidelines** were hardest to satisfy — and at which level?

**Each member presents (~3 min) then gets feedback (~3 min).**

# Reminders

- **Next week: Proactivity & Timing** — Week 8 asked "how much." Week 9 asks "when."
- **Reading for Monday:** Horvitz (1999) — "Principles of Mixed-Initiative User Interfaces"

**You now have a framework for choosing agency levels. Next week adds the timing dimension: **when** and **why** should the system act?**