

**CS-639 — Interaction Design Studio**

# **A2 Early Critique | Context & Domain**

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# Today

- **Pod critique** (25 min) — each student presents domain, persona, and initial context scenarios
- **Class debrief** (15 min) — pod spokespersons share most interesting domains and common challenges
- **Reminders** (5 min)

**This is your first peer feedback on A2. The goal is not polish — it is validation. Are your stakes real? Are your context dimensions identified? Is your persona driving design decisions?**

# Pod Critique (25 min)

## Present (~5 min each):

1. Domain — why is it high-stakes?
2. Persona — who, specifically?
3. Context scenarios (3+)
4. Initial sketches with SA levels

## Peers evaluate:

- Are the stakes clear?
- Are 3+ context dimensions identified?
- Is the persona specific enough?
- Does the SA level match the stakes?

**Pick a spokesperson. Note the most interesting domain and the most common challenge.**

# Class Debrief (15 min)

**3-4 pod spokespersons, then open discussion.**

- What was the **most interesting domain** in your pod? What made the stakes compelling?
- What was the **most common challenge** — domain selection, persona specificity, context mapping, or SA labeling?
- Did anyone discover that their system was **using SA-3 (projection) where SA-1 (perception) would be safer?** What triggered that realization?
- Where did contextual integrity surface? Did any system collect context data that could harm the user if it flowed to the wrong party?

Others: chime in if your pod found something different or if you disagree.

**The best A2 designs will be ones where the stakes, the persona, and the context dimensions all reinforce each other.**

# Reminders

- **A2 due Monday, April 20** — intelligent system design in a high-stakes domain
- Use all four material properties: agency, proactivity, collaboration, context-awareness
- **Next week:** Design Systems for Intelligent Products — how to systematize the patterns you are building now
- Continue iterating on your persona, context scenarios, and sketches over the weekend
- Apply peer feedback from today — if your pod identified a gap, address it before you move to interaction flows

**You have the frameworks. You have peer feedback. Now design.**