

CS-639 — Interaction Design Studio

A2 Final Peer Review*

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* Visuals obtained from the web, used for educational purposes without modification.
Attribution on last slide.

Pod Critique (25 min) → Share-Out (15 min)

Each student presents (~5 min). Peers answer three questions:

1. **Material properties:** Can you identify all four (agency, proactivity, collaboration, context-awareness)? Which is weakest or missing?
2. **Failure path:** Is the recovery realistic? Does the user have an override when the system gets it wrong?
3. **Design systems:** Pick one intelligent moment — does the user know how confident the system is? Can they see what changed and why?

Share-out: Pod spokesperson reports the most common gap and one design that handled the failure path well.

A2 is due Monday morning. This is your last chance to catch a gap before you submit.

Preview: A3 — Ethical Audit & Redesign

15% of grade | Due Monday, May 5 — same system, same persona, new lens.

1. **Audit** your A2 system — map stakeholders, identify value tensions, evaluate transparency, fairness, privacy, autonomy
2. **Failure scenario** — a concrete situation where your system **working as designed** causes harm
3. **Redesign** — before/after screens addressing the most critical tension
4. **Reflect** (1000-1500 words) — what did the audit reveal that you didn't see while designing?

You are not starting over. You are examining what you already built.

Teaching Evaluations Are Open

Approach it like a **design critique** — be specific about what worked, what didn't, and why.

- **We will take 5 minutes on Wednesday to complete them.**
- Look for an email from
learningassessment@provost.wisc.edu

Your feedback helps me refine the course and demonstrates the value of offering it. I read every response.