

**CS-639 — Interaction Design Studio**

# **Whiteboard Gallery Crit\***

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

## **Teaching Evaluations (5 min)**

Take **5 minutes now** to complete your course evaluation.

- Look for an email from **learningassessment@provost.wisc.edu**
- Approach it like a design critique — be specific about what worked, what didn't, and why

**Your feedback helps me refine the course.**

## **Setup (5 min)**

**Claim a section of whiteboard** (~3–4 feet wide).

- **Tape** your paper artifacts to the board — stakeholder map, failure scenario, sketches
- **Set your laptop** on a nearby desk with Figma screens open
- **Stand by your station** — you ARE the guide to your work

## **How It Works**

**Half the class presents today. The other half presents Friday.**

- **Presenters:** Stand by your board. Walk visitors through your audit and redesign.
- **Visitors:** Circulate freely. Visit every station. Leave a sticky note at each.

**This is not a silent gallery walk. Talk to the designer. Ask why.**

# Feedback Prompts

Write on sticky notes:

**Wednesday** — focus on the audit:

1. Is the stakeholder map specific? Who's missing?
2. Is the failure scenario concrete — a real person, a real situation, a real harm?

**Friday** — focus on the redesign:

1. Does the redesign address the right tension?
2. What was sacrificed? Is the tradeoff acknowledged?

## **After the Crit**

- **Collect your sticky notes** — this is peer feedback for your A3 revision
- **A3 due Monday, May 4**
- **Friday:** other half presents, redesign-focused prompts
- Use the feedback to revise before submission

**Wednesday surfaces the gaps. Friday tests the solutions. Monday you submit.**