Semester **Student**

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OFFICIAL GRADE REPORT & EVALUATION

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| Course | Professor | Your Grade | Comments From the Professor |
| Course Name | Professor | **Grade** | Hi,Generally, this was a strong quarter. You developed a number of skills, and showed proficiency in things like usability evaluation, product management, and product roadmapping. There are some things I would like you to focus on for the next eight weeks; these aren’t new, but you still need to continue working to gain expertise in these areas.* **Finishing**. We’ve talked about completing all of the work, and completing it on time. This isn’t a “nice to have”; it’s something that’s fundamental to leadership. If you need to be assigned due-dates and have someone check up on you to make sure you hit them, no one will trust you to develop strategy or to work in an otherwise ambiguous strategic headspace.
* **Craftsmanship**. Everything you make has a level (good or bad) of craftsmanship associated with it. When you cut corners or don’t sweat the details, it’s obvious: all of your hard work is diminished by small details. These are things like alignment of visual elements, spell checking and proof reading your written work, testing your blog post links, and so-on. Pay attention to the details by taking more time to proof your work before calling it done. Look closely at the things other people make so you can start to develop a benchmark for what “high quality” looks like.
* **Understanding the material of interaction design**. I don’t think you really understand how software works and behaves, and therefore, the decisions you are making for your product design are not as thought-out as they should be. Start paying attention to digital products. Explore applications, and critique their interaction models and visual design. Read blogs and magazines related to software design. Immerse yourself in the culture of interaction design. It’s impossible to have large-scale social impact if you don’t understand the vehicle through which impact occurs, and a major vehicle is software. You need to be an expert in this material.
* **Demeanor.** I want you to dial up the professionalism. As an experiment, start wearing more professional clothes. See how that changes the way you feel about yourself. I want you to present yourself to the world as someone extraordinarily competent, so they give you the benefit of the doubt before you ever actually engage or speak.
* **Presenting.** You need to nail the body language. Hold the cups of water. Film yourself. Practice.

Looking forward to next quarter. End it with a bang. |

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| Course Name | Professor | **Grade** | I've enjoyed getting to know you in the studio class. Your conscientiousness, dedication and determination on behalf of the user population is admirable. I believe that will be a powerful skill as you continue your growth as a designer. Additionally, I observed you often diagrammed abstract concepts as a way of making sense of your work—I want to encourage you to continue to keep doing this—it's a skill that will serve you well as a designer. On the opportunity side, I'd advise you to focus on simplifying some of your vocabulary when you present ideas. You can take confidence in work that you've completed, rather than 25 cent words, to explain an idea. As for teamwork and collaboration, I advise you to continue to voice your ideas and concerns, but to also strive to look at the project/effort from your colleague's point of view and offer compromise as a way of moving an idea forward.As for your project, you now need to make the transition from a few screens into a much-more detailed experience. Your team should take nothing for granted when thinking about the experience, meaning you have to go much deeper into the exact sections (and included screens) that a potential user will see in the work. It's no longer okay to live at a conceptual level—the fourth quarter is all about making every aspect of the product as real as possible. There won't be the time or luxury for existential questions... as a team, you will need to buckle down and focus on the detailed design. What will the out-of-box experience be? The settings? The account management? The integration with other tools? What are the specific ways you will engage the user in reflection in order to motivate? You've got a lot of ground to cover between now and the end of the academic year, it will be important to continue to exercise rigor in order to get there.  |