"Desk Crit" Feedback Sheet

Draft 2/4/99

Background & Procedures

Displaying your work and getting feedback: Everyone is required to display their work, at whatever stage of its development, at least two times during the semester and also at the special "wrap-up desk crit" during class 13. Of course, you are free to solicit as much feedback as you wish from fellow students and faculty.

Critiquing other people's work: Everyone is also required to provide others with critical feedback. This is a formal requirement that must be documented in writing. You are required to give written feedback on weak areas of a project and, hopefully, some suggestions about how to improve it. Compliments or comments such as "That's great!" or "Nice work!" do not count.

Suggestions on what to critique: The project's overall design; instructional design; consistency between instructional objectives and instructional activities; consistency with design models (i.e. events of instruction, ARCS model); project organization, appropriate use of media; aesthetics; user interface; graphic design. (Note: 6220 projects are not necessarily instructional design projects, so ask the designer to look at their contract for evaluation criteria.)

Your Name (person providing critique) _____

Designer's Name _____

Project Title _____

Critique

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Remember to make yourself a copy of your critique (for your own records) before giving your comments to the designer. These copies will serve as the documentation at the end of the semester showing that you fulfilled this requirement. Alternatively, you could send your comments to the designer via email, but be sure to keep a copy and remember that only printed copies will be acceptable as documentation at the end of the semester.

This form is available as a PDF document at http://itech1.coe.uga.edu/studio