



*Brief yourself on the project you will critique. Take several minutes to read the project description and observe the artwork and reflect on the questions below.*

*Name project creator and project title:* WhyFind - Nathan

*Name of designer giving critique:* Student Response

### **QUESTIONS pt 1: Clarification and Intent**

➤ *What problem was the designer trying to solve or what goal were they trying to achieve?*

A more reliable way to find an “excellent” wifi signal.

➤ *How did the designer try to solve that problem or achieve that goal?*

The designer chose to create a virtual reality environment that allowed users to visually see where the closest and most reliable Wi-Fi signal is located.

➤ *How effective is what the designer did at solving the problem or achieving the goal?*

It would be great alternative to have. The more options the better. I think the application would be an effective way to solve the problem.

➤ *Why is or isn't what the designer did effective?*

It's effective because it provides a different alternative to common problem. Some users are much more visual and tend to fare better with visual representations.

### **QUESTIONS pt 2: Digging Deeper**

➤ *Are there any problems the designer could or should have solved, but didn't?*

Yes, motion sickness and perspective.

➤ *Do any new problems arise as a result of the choices the designer made?*

Yes. Motion sickness, because the application is held in a virtual world or through the viewer's perspective it's possible that some users may suffer from motion sickness or epilepsy.



NEW YORK CITY COLLEGE OF TECHNOLOGY

**CITY TECH**

IMT 1102 Production Practices  
Critique Form

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