

*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:* Dimple

*Name of designer giving critique:* Tricia Browne

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

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

Making an easier way to require parking in the manhattan area.

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

By making an app that tells you when a person has left a parking space and what parking spaces are free.

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

It seems very effective.

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

It will be easier to be in the know of where a parking space is and will not take up all your time causing you be late to where you need to be.

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

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

How are they going to get most drivers to download this app. How will they use it without having to look at there phone every second causing a car crash. Does it instal into GPS?

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

The issue of drivers looking at this app as they drive, maybe it should be installed into the GPS instead and the system reads it to you.