

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: **So You Think You Know Marvel?** Tamanda Msosa

Name of designer giving critique: Carlos V.

QUESTIONS pt 1: Clarification and Intent

➤ *What goal were they trying to achieve?*

The designers goal was to create an interactive game application that tested the users knowledge of the Marvel Universe.

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

The application gave the user the ability to choose a specific Marvel hero or villain and and prompted the user with trivia.

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

The application is very effective at achieving the desired outcome.

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

It allowed the user to choose from different pools of trivia and creative incentives to answer questions correctly. After a specific number of consecutive correct answers users will be given opportunity to advance throughout the game and take on more challenging questions.

QUESTIONS pt 2: Digging Deeper

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

There isn't a difficulty setting; users may have issues with how hard a question might be. Also, there is one usability concern; users have no way to navigate to the previous page or if they choose incorrectly.

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

Other than the previous issues there are no other issues that arise.