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 Mirpuri: Memovia

Name of designer giving critique: Marvin Clarke

QUESTIONS pt 1: Clarification and Intent
➤ *What problem was the designer trying to solve or what goal were they trying to achieve?*

This designer was creating a memory/Trivia game that helps people with short term memory.

➤ *How did the designer try to solve that problem or achieve that goal?*
The designer try solving this problem by having the user play a memory game then answer some trivia question that would help sharpen the mind.

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

This game is very effective in solving the issue. The game is easy to follow because it comes with it own set of instructions that the user can use to understand the layout of the game.

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

The designer created a easy to follow format. I like that the designer made the question random and it has a time limit so that the game has a way of becoming a challenge and really test the users knowledge. I also like the fact that you can challenge others because this game can allow you to show how smart you are without going to the internet for answers.
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QUESTIONS pt 2: Digging Deeper
➤ *Are there any problems the designer could or should have solved, but didn't?*

The designer achieved their goal.

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

There is no problem to this game, I just feel that the colors in the layout could have been a little catchy to the eye but overall this game achieved its goal.

Source: [Discussing Design: The Art of Critique](http://tinyurl.com/ntskvnz) (http://tinyurl.com/ntskvnz)