Steps to a Good Critique

1. Positive Encouragement

New to critiquing or not, it's always a good point to remember to be positive. Even if you feel like you're pointing out mistakes a lot, do it in a positive manner and it's likely the author won't be offended. Positive encouragement does not mean gushing praise that is not earned. The author can get "gushing" from the relatives/friends.

What you need to look for and remember to point out is thedesign structure that you feel really works, descriptions that you [as spectator] really connect to, affacted by, entaitaned, informed and educated.

bring out the pearls using positive words: "do" instead of "don't"

"look at tightening the structure" instead of "this is complete crap, redo it!"

think how you would like such comments to be given to you on your own work

2. Constructive Feedback

A composition or balance isn't working. Suggest to the artist ways they might improve the piece.

3. Trust your instincts

Trust yourself to understand and recognise when design isn't working.

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**4. Format/Execution/Implementation/Expertise/**

Execution: noun

1. the act or process of executing.

2. the state or fact of being executed.

3. the infliction of capital punishment or, formerly, of any legal punishment.

4. the process of performing a judgment or sentence of a court:

The judge stayed execution of the sentence pending appeal.

5. a mode or style of performance; technical skill, as in music:

The pianist's execution of the sonata was consummate.
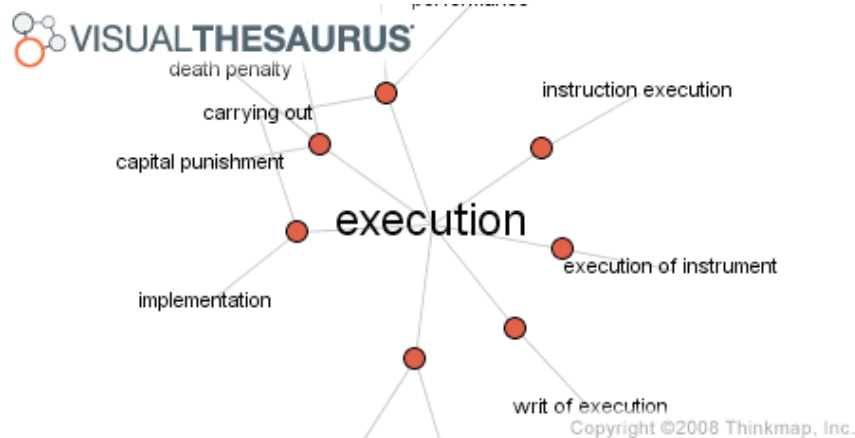
Acomplishment : noun

ability, achievement, act, art, attainment, bringing about, capability, carrying out, completion, conclusion, consummation, coup, deed, effecting, effort, execution, exploit, feat, finish, fulfillment, performance, production, proficiency, realization, skill, stroke, talent,

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6. Accepting Critiques

Critiquing is a great reciprocal tool for designer. Through critiquing the work of others, designers are able to hone their own design skills. Through accepting critiques of their own work, designers gain valuable insight and experience.

All shared without monetary cost.

Why is that good?

It's pretty common to hear a skeptical designer begin a critique with some variant of the question, "Why is that good?" Many ways to express disagreement have negative effects on the meeting or relationship. "That won't work because," or "But what about." These tend to bring momentum to a halt. **Designers must stop, defend their ideas, or chase objections.**

The general rules of order are:

Start with clarifying questions.
Clarify any assumptions about what the presented design is intended to do, or what kind of experience it is intended to create. Hopefully, this intent is derived from the overall project goals, which is already agreed upon.

Listen before speaking.
Many times in work environments, we confuse conversations, which should be exchanges of ideas, with opportunities to inflict our opinions on others. If you take a moment to listen and understand before voicing an opinion, you're open to hear something new that might challenge your old thinking. So don't just wait for other people to finish, actively try to understand what's being said, and reflect it back to the speaker.

Lead into explorations of alternatives.
Ask questions that surface other choices the designer might not have recognized. Postpone judgments, unless there are obvious gaps between the designers intent, and the designs you are critiquing.

If it fits with the goals of the critique, point out situations, sequences, or elements within the design that may be problematic given what you know about your customers, the scenarios involved, or the project goals.

Avoid statements that refer to absolutes.
Instead, make points referent to the goals of the design. Bad example: This sucks and it's ugly". Good: "Well, if the goal is to make this feel friendly, black and flaming red doesn't convey that to me." Bad: "How could anyone figure that out?" Good: "I think there's something missing between step 3 and 4. It's not clear to me what the sequence of operations is. How do you expect people to know where to click?"

Speak in context of your point of view.
It's fine to have a personal opinion, expressing your own preferences. But don't confuse this with your perception of what your customers need or want. So make sure to specify which kind of opinion you're offering. Hopefully there is data and research to help everyone agree on the likely customer perspective on different ideas.