A. Information Design: (42 points)

1. First Information Metaphor (3 points)
   __ Relates to previously described activity and examines real-world object (1)
   __ Short, plausible implication for information design (2)

2. Second Information Metaphor (3 points)
   __ Relates to previously described activity and examines real-world object (1)
   __ Short, plausible implication for information design (2)

3. First information technology option (3 points)
   __ Relates to previously described activity and examines existing technology (1)
   __ Short, plausible implication for information design (2)

4. Second information technology option (3 points)
   __ Relates to previously described activity and examines existing technology (1)
   __ Short, plausible implication for information design (2)

5. First information design idea (6 points)
   __ Enhanced activity scenario (1)
   __ Describes information presented to the user (2)
   __ Visual sketch of information design (2)
   __ Good design solution given requirements (1)

6. Second information design idea (6 points)
   __ Enhanced activity scenario (1)
   __ Describes information presented to the user (2)
   __ Visual sketch of information design (2)
   __ Good design solution given requirements (1)

7. Third information design idea (6 points)
   __ Enhanced activity scenario (1)
   __ Describes information presented to the user (2)
   __ Visual sketch of information design (2)
   __ Good design solution given requirements (1)
8. __ First information claim (4 points)
   __ Relates to the information scenarios (1)
   __ Isolates an important information feature (1)
   __ Considers important positive and negative impacts of a feature (2)

9. __ Second information claim (4 points)
   __ Relates to the information scenarios (1)
   __ Isolates an important information feature (1)
   __ Considers important positive and negative impacts of a feature (2)

10. __ Third information claim (4 points)
    __ Relates to the information scenarios (1)
    __ Isolates an important information feature (1)
    __ Considers important positive and negative impacts of a feature (2)

B. Interaction Design: (42 points)
1. First Interaction Metaphor (3 points)
   __ Relates to previously described activity and examines a real-world object (1)
   __ Short, plausible implication for interaction design (2)

2. Second Interaction Metaphor (3 points)
   __ Relates to previously described activity and examines a real-world object (1)
   __ Short, plausible implication for interaction design (2)

3. First interaction technology option (3 points)
   __ Relates to previously described activity and examines existing technology (1)
   __ Short, plausible implication for interaction design (2)

4. Second information technology option (3 points)
   __ Relates to previously described activity and examines existing technology (1)
   __ Short, plausible implication for interaction design (2)

5. First interaction design idea (6 points)
   __ Enhanced activity scenario
   __ Describes user interactions to complete the task (2)
   __ Visual sketch of interaction design (2)
   __ Intuitive interaction solution (1)

6. Second interaction design idea (6 points)
   __ Enhanced activity scenario
__ Describes user interactions to complete the task (2)

__ Visual sketch of interaction design (2)

__ Intuitive interaction solution (1)

7. Third interaction design idea (6 points)
   __ Enhanced activity scenario
   
   __ Describes user interactions to complete the task (2)
   
   __ Visual sketch of interaction design (2)
   
   __ Intuitive interaction solution (1)

8. First interaction claim (4 points)
   __ Relates to the interaction scenarios (1)
   
   __ Isolates an important interaction feature (1)
   
   __ Considers important positive and negative impacts of a feature (2)

9. Second interaction claim (4 points)
   __ Relates to the interaction scenarios (1)
   
   __ Isolates an important interaction feature (1)
   
   __ Considers important positive and negative impacts of a feature (2)

10. Third interaction claim (4 points)
    __ Relates to the interaction scenarios (1)
    
    __ Isolates an important interaction feature (1)
    
    __ Considers important positive and negative impacts of a feature (2)

C. **Summary of current design: (16 points)**
   __ Clear and concisely written (2)
   
   __ Justifies why the product should continue to be developed or re-conceptualized (5)
   
   __ Highlights particularly strong or weak features of the design (5)
   
   __ Provides some thoughts about prototyping (4)

Comments: