

Interview

1. We will send you the set of feedback that you either saw/could've received during the study as set of screenshots. Can you walk us through each and reflect?

Overall, how effectively did the system identify issues in your design?

For instance for feedback you did see, what made you choose to address or not address any of the feedback provided? (was it useful, did it make sense)

Are there any particular moments when you ignored the feedback and why?

2. Can you describe what triggered you to ask for feedback?

Are there times that you think you could've asked for feedback but didn't? Why/when? Or time when you felt like there was too much feedback? Why/when?

3. How did you feel about the feedback panel? Any particular components/aspects that you liked/disliked? (feel free to look back at the design tool)

For examples, some of the components were:

- general design information - principle explanations and common issues
- feedback - specific issue detections, explanations (also from the general information), recommendations

4. How did the feedback panel affect your process for creating your design?
To what extent was the panel helpful to you? Did it help you create a better design? Did it help you learn visual design principles? Why/why not?

5. To what extent did the feedback panel make you feel ownership and creative freedom over your process? Did you feel inhibited in any way?

6. Any thoughts on how the feedback was presented? Did you like/dislike it? Any thoughts on what might work better for you?

7. If you could get any feedback while working on a design, what would you want and why? What else would be helpful as feedback while you are designing? Would you want different kinds of feedback at different times?

8. Any final thoughts?

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