

Interview (baseline)

1. Can you describe what triggered you to look at the principles tabs?

Are there times that you think you could've looked at the principles but didn't? Why/when? Or times when you felt like you were spending too much time on principle tabs? Why/when?

2. How did you feel about the principles 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

3. How did the principles 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?

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

5. Any thoughts on how the principles were presented? Did you like/dislike it? Any thoughts on what might work better for you?

6. (transition back to feedback)

Switching topics a bit, would you want feedback based on these principles while you are designing?

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?

7. Any final thoughts?

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