CMSC 117: Introduction to Computing: Interactive Systems
Design Blocks Critique
Due February 13, 2012

Find a sketch on http://designblocks.net that interests you, perhaps one of the sketches from the last assignment. Answer the following questions for each sketch:

1. What is the name of the sketch?

2. Who is the author of the sketch?

3. Can you tell why the sketch was created (e.g. a class, an exhibition)?

4. Does the author credit any other work as an inspiration or base for this sketch?

5. What aspects of the sketches could you replicate without a computer (e.g. as a painting)?

6. What aspects of the sketch rely on the computer as the medium (i.e. they would be hard to reproduce without a computer)?

7. What drawing primitives does the author rely upon heavily in the sketch (e.g. rectangles, circles, mouse interaction, animation)?

8. How is the code of the sketch decomposed and organized?

9. How would you modify or improve upon the sketch?

10. Is this sketch limited by designblocks.net? How could this be improved?

Learning Objectives

- Read sketches

- Think criticially about code

Deliverable

Submit an electronic copy of your report via moodle named: **designblocks_NAME.pdf**.