



Critiquing Framework

Fundamental Factors of Critiquing Practice

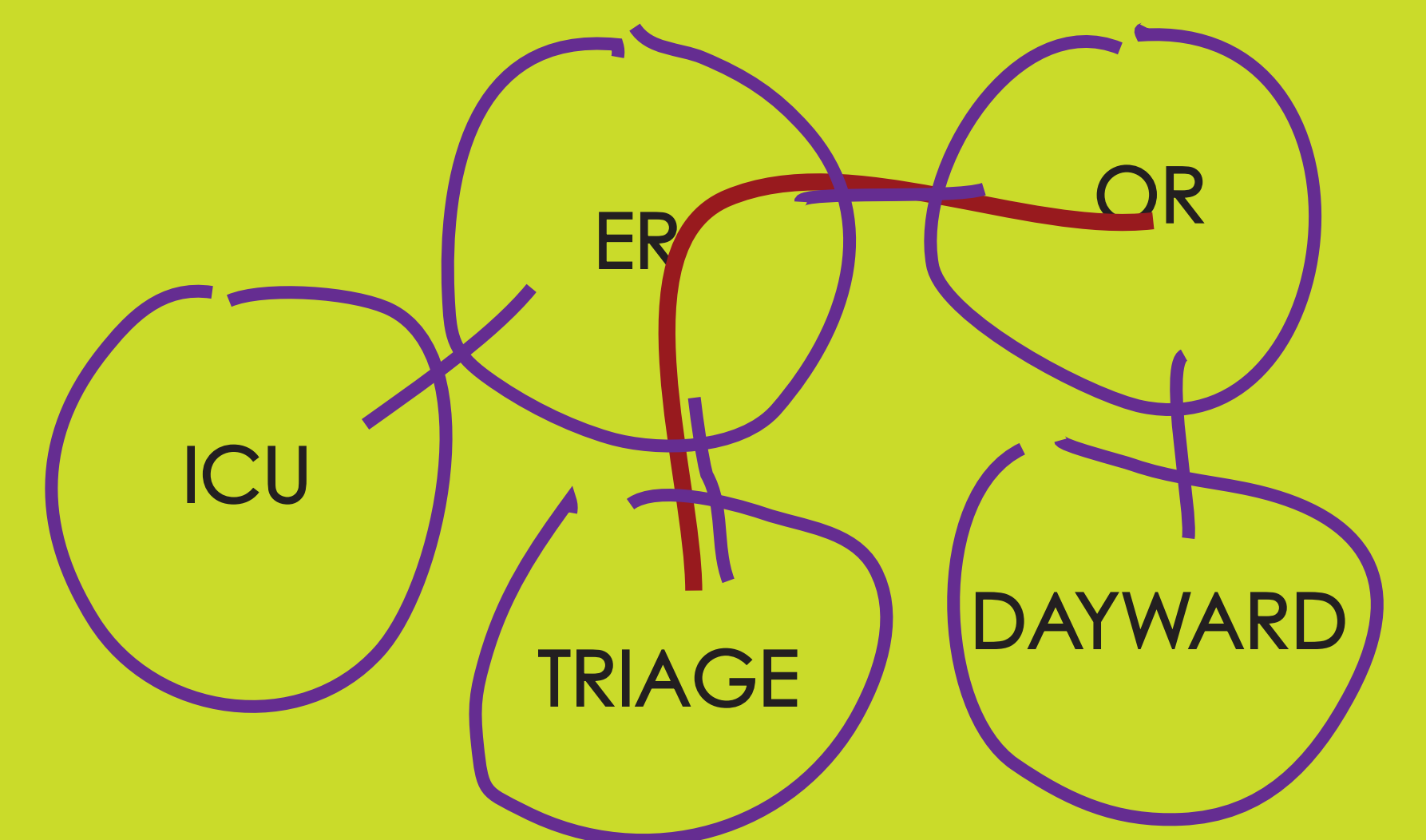
Critiquing is recognized as an essential teaching tool in design studios. It helps architects improve designs by providing feedback. Through a review of the literature (which is fragmentary), we identify factors of critiquing practice. We then propose a framework to help examine their critiquing practice and evaluate computational critiquing systems.

Design Phases	Individual Differences
Critiquing Types	Student Experience
Learning Goals	Student-Instructor Relationship
Design Artifacts	Modalities
Response Styles	Delivery

Critiquing + Design Evaluator

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Design Evaluator

A Computer System for Critiquing Design Sketches

Design Evaluator provides critical feedback on design sketches. The goal of critiques is to help designers reason about their drawings. The software consists of four components:

- **Sketch Interface** parses the freehand diagrams.
- **Checker** compares sketches against rules and generates critiques.
- **Display Manager** offers text messages, annotated drawings and texture-mapped 3D models.
- **Rule Editor** helps designers to create and modify the rules.

