

Evaluation: Interview	Lessons Learned	0	0	
[Interview] : Based on task evaluation "Regarding utility, two participants said they didn't know whether the features would be helpful or not (R6, R9)." "Suggestions for improvement included differentiating primitive types (e.g., variables, functions, control-flow) (R6, R7)" "Access to timing data (P4,P5, P7), the linked code view (P4, P5, P8), the comparison view (P4, P5, P9), and links between dependencies (P5, P7, P8)"	 For "moving target", seeking to satisfy rather optimize it - PF-10, No Real/Important/Recurring Task - PF-20, Premature Design Commitment "Our rapid deployments often contained UI bugs" Task analysis and long-term corpus of notes help clamp down on reactivity Rapid changes combined with multiple deployment targets incur a maintenance burden Both the visualization and the design study process aided our collaborators in accomplishing their goals and helped establish a culture of data review 		THANK YOU	