

How to Offer Critique

- **Consider the Artist's Goal or Intent:** Before critiquing, reflect on what the creator was trying to achieve. If you are uncertain, start by asking clarifying questions before offering your critique in order to make sure you understand their goal. Frame your feedback in that context (for example, *"If your goal was to engage the viewer interactively, maybe adding more visual cues for the user would strengthen that connection."*).
- **Use Specific, Descriptive Language:** Pushing yourself to articulate exactly why you have a certain reaction strengthens your own analytical skills. Learning to break down your response into clear observations and reasoning not only benefits the artist but also helps you develop a deeper understanding of yourself and the culture.
 - Avoid vague feedback like *"I like it"*; instead, describe what is effective and why. Example: *"The color palette is harmonious and effectively guides the viewer's eye to the focal point."*
 - Avoid *"It's confusing"*; instead, specify what is unclear. Example: *"The navigation structure is inconsistent, making it difficult to follow the intended flow."*
 - Avoid *"It needs more work"*; instead, offer a specific suggestion. Example: *"The contrast between text and background is low, which affects readability. Increasing contrast could improve legibility."*
- **Manage Emotional Reactions:** It's normal to have personal reactions to a piece (sometimes that's the point), but try not to let strong emotions (positive or negative) derail your feedback. You can share your emotional response in the critique as long as you also analyze *why* it evokes that feeling. (*"This piece makes me uneasy, possibly due to the dissonant color scheme, which might be intentional"*), but remain fair and focus on the work itself, not your mood and especially not your opinions about the artist. Critique should be about the ideas and execution, not personal judgments.
- **Encourage a Dialogue, Avoid Dominating the Discussion:** In group critiques, be mindful of how much you're speaking, not only to ensure fairness but also to enhance your own learning. Listening to diverse perspectives helps sharpen your own analytical skills and broaden your understanding and perspective. After you share a thought, invite others by asking, *"What do the rest of you think about the color usage?"*

How to Receive Critique

- **Listen Actively, Take Notes:** Give your full attention to each person's comments without interrupting. Even if a comment stings or you disagree, stay quiet and note it down. It's very important to take notes, you will often understand feedback better upon reflection.
- **Stay Open-Minded:** Embrace the critique as an opportunity to see your work from fresh perspectives. Some suggestions might challenge your original plan or aesthetic preferences. Rather than rejecting ideas outright, consider *"What if I tried this change?"* or *"Why do they see it that way?"*. You don't have to agree with everything, but being open, and understanding why they had that reaction can lead to improvements or new creative directions you (or they) hadn't considered.
- **Avoid Defensiveness:** It's natural to feel protective of your work, but remember that critiques are about the artwork, not you personally. Separate your identity from the project. Remind yourself that feedback – even negative feedback – is about the work's elements (design, concept, execution), not a judgment of you as an artist or designer. For instance, if someone says the piece isn't conveying the message clearly, it doesn't mean *you* are a bad communicator; it means there's a disconnect in this particular work that you can choose to address. Resist the urge to immediately explain or justify every decision. You'll have time to clarify after listening.
- **Ask Clarifying Questions:** If feedback is unclear or too general, it's helpful to ask polite, specific questions once the person has finished speaking. For example, *"You mentioned the piece felt overwhelming – could you pinpoint which elements contributed to that?"* or *"I hear your point about the interface. What part of the user experience was the most confusing for you?"* This not only helps you understand the feedback better but also shows the group you value their input.
- **Identify Patterns in Feedback:** Pay attention to comments that come up repeatedly. If three different people mention issues with the composition or praise the color scheme, those are important takeaways. Patterns can reveal strengths to build on and weaknesses to prioritize fixing. Instead of fixating on any single remark (especially outliers), look for consensus or common themes – it will give you a clearer direction for future revisions.

References (& Other Notes)

[How to Critique](#) by The Art Assignment from PBS Digital Studios

[A Beginner's Guide to Constructive Art Critiques](#) by Kadenze

[The Critique Handbook : a sourcebook and survival guide](#) by Buster & Kendall

Perspectives: Ways of Seeing

- **Formal Aesthetics:** How do visual elements like composition, balance, contrast, color, and proportion function in the piece? Does the arrangement create harmony, tension, or movement?
- **Technical Skill:** Assess the craftsmanship and execution. How well are the chosen tools, techniques, and materials utilized? Are there technical flaws that distract from the intent?
- **Concept and Meaning:** What ideas, themes, or messages does the work convey? How effectively does the piece communicate its intended meaning? Is the concept original or thought-provoking?
- **Context and Influence:** Consider how the work fits within a broader artistic, cultural, or historical context. Does it reference or challenge existing traditions, styles, or trends? In the history of ideas, which is this piece expanding on or rejecting?
- **User/Audience Experience:** If the work is interactive or designed for a particular audience, evaluate how engaging and accessible it is. How does a viewer or user navigate and experience the work? Does the interaction enhance or hinder understanding?