CS468 – Project Stage 6

PS6

Overwiew

- ✓ **User Analysis**
- ✓ **Task Analysis, Domain Analysis**
- ✓ **UI Design Process**
- ✓ **Low Fidelity Test**
- ✓ **Computer Prototyping**
- ✗ **Evaluating UI Designs (Heuristic Evaluation)**

What is Heuristic Evaluation?

- **Heuristic Evaluation is one of the popular usability inspection methods that helps find usability problems in a UI design.**

- **Heuristic Evaluation vs. User Testing?**
  - **Usability testing is a major technique which takes into account actual users and tasks.**
  - **Heuristic Evaluation doesn't require users and interpreting their actions.**

How to Perform Heuristic Evaluation? (I)

1. **Each evaluator** (individuals) evaluates to get feel for the general flow and scope of system and then focus on specific elements independently check for compliance with usability principles ("heuristics").

2. **Then** the list of usability problems that violates the heuristic principles found by each evaluator are aggregated.

How to Perform Heuristic Evaluation? (II)

3. **Finally**, a severity priority (0-4) is given to each problem which tells how severe the problem is.

0 - don't agree that this is a usability problem

1 - cosmetic problem

2 - minor usability problem

3 - major usability problem; important to fix

4 - usability catastrophe; imperative to fix

More Information?

- **For more information about the heuristic evaluation and ten usability heuristic principles, check**

- **http://www.cs.bilkent.edu.tr/~tcapin/teaching/cs468/materials/LectureNotes/W08-Heuristic_List.pdf**

- **http://www.useit.com/papers/heuristic/heuristic_list.html**

PS6 Requirements?

- **Apply Heuristic Evaluation to your matched group's prototypes for four task.**

- **GP1 →evaluates → GP8**   **GP8 →evaluates → GP1**
- **GP2 →evaluates → GP7**   **GP7 →evaluates → GP2**
- **GP3 →evaluates → GP12**   **GP12 →evaluates → GP3**
- **GP4 →evaluates → GP9**   **GP9 →evaluates → GP4**
- **GP5 →evaluates → GP11**   **GP11 →evaluates → GP5**
- **GP6 →evaluates → GP10**   **GP10 →evaluates → GP6**

- **Determine the usability problems violates heuristics.**

- **Make severity rating by giving priority to each problem.**

PS6 Report Format?

- **Introduction**

- **Heuristic Evaluation**

  - **Task 1: Name of the task**

    - **Name of the heuristic (e.g Visibility of Sytem Status)**

      » **Severity Rating = 0 .. 4**

      » **Heuristic Violated \ Heuristic Not Violated**

      » **Explain the usability problems of the UI if exists**

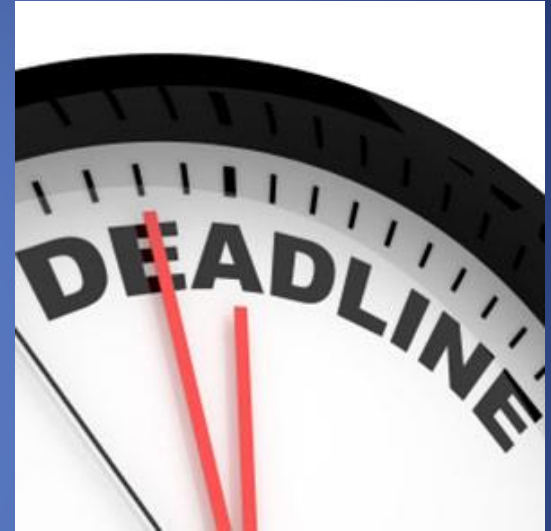- **So, four prototype of the four task will be evaluated according to ten usability heuristics.**

Submission

Deadline :

23.04.2014, 23.59

- **Submit:**

pdf file named: GXX_PS6.pdf

Upload to project website

Questions?