**Department of Artificial Intelligence**

**College of Computer Science and Information Technology**

***Design Evaluation***

1. **Objectives**

To evaluate the usability of a website by applying **Heuristics Evaluation**, identifying issues, and suggesting improvements.

1. **Explanation of Key Concepts**

* **Heuristics Evaluation:**

Heuristic evaluation is a process where experts use rules of thumb to measure the usability of the design. A heuristic evaluationis a method for identifying design problems in a user interface.

**Nielsen's 10:**

1. **Visibility of System Status:** Keep users informed about what's happening.
2. **Match Between the System and the Real World:** Use familiar concepts and language.
3. **User Control and Freedom:** Allow users to undo and redo actions easily.
4. **Consistency and Standards:** Follow platform and user expectations.
5. **Error Prevention:** Design to avoid mistakes before they happen.
6. **Recognition Rather than Recall:** Minimize memory load by showing options.
7. **Flexibility and Efficiency of Use:** Support both novice and expert users.
8. **Aesthetic and Minimalist Design:** Focus on essential elements.
9. **Help Users Recognize, Diagnose, and Recover from Errors:** Provide helpful error messages.
10. **Help and Documentation:** Offer easy access to help when needed.

More detailed examples of Nielsen’s: [Nielsen's 10 heuristic principles explained with examples (teacuplab.com)](https://www.teacuplab.com/blog/nielsen-10-heuristics-explained-examples/)

1. **Activities**

* **Exercise 1: Evaluate a Dishes Website Using Heuristic Evaluation**

Step 1: Form a group of **three students**. Choose **one student’s website** from the dishes website created in the previous lab for evaluation.

Step 2: List the name of the group member:

1. Abubakar Waziri -4220056

Step 3: Provide the Figma link for the dishes website

* Link: <https://www.figma.com/proto/BJlHBfxAc890TVrVhHiZig/Waziri-HCI-recipe-LAB?page-id=0%3A1&node-id=1-15&node-type=canvas&viewport=267%2C327%2C0.15&t=tamFX7PGm6IO5owC-1&scaling=scale-down&content-scaling=fixed&starting-point-node-id=1%3A15>
* Student’s name: Abubakar waziri

Step 4: Using **Nielsen's 10 Heuristics for User Interface Design**, evaluate the website for usability issues by checking whether each heuristic is addressed. You can use the table for clarity:

|  |  |  |  |
| --- | --- | --- | --- |
| **Heuristic** | **Fulfilled (Yes/No)** | **Comments/Issues** | **Suggestions for Improvement** |
| 1. Visibility of system status | Yes |  |  |
| 2. Match between system and the real world | Yes |  |  |
| 3. User control and freedom | Yes |  |  |
| 4. Consistency and standards | Yes |  |  |
| 5. Error prevention | Yes |  |  |
| 6. Recognition rather than recall | Yes |  |  |
| 7. Flexibility and efficiency of use | Yes |  |  |
| 8. Aesthetic and minimalist design | Yes |  |  |
| 9. Help users recognize, diagnose, and recover from errors | Kinda |  |  |
| 10. Help and documentation | Next update |  | The help page was create but no content yet |

Step 5: Identify and Document Usability Issuesfor each heuristic that is not fulfilled, explain why and suggest ways to improve it.

Step 6: Each group will **present** their findings in class, discussing key issues and suggestions.

1. **Submission**

One team member will be responsible for submitting a single document containing the following:

* A list of group members with their IDs.
* The Figma link to the selected dishes website.
* The completed evaluation table using Nielsen's 10 Heuristics, including comments and suggestions for improvement.

<https://www.figma.com/proto/BJlHBfxAc890TVrVhHiZig/Waziri-HCI-recipe-LAB?page-id=0%3A1&node-id=1-15&node-type=canvas&viewport=267%2C327%2C0.15&t=tamFX7PGm6IO5owC-1&scaling=scale-down&content-scaling=fixed&starting-point-node-id=1%3A15>