Heuristic Evaluation

EECS 493: User Interface Development

Winter 2023

Logistics

- High-fidelity prototype milestone assigned.
- Heuristic Evaluation writeup due tomorrow at 5 PM.
- No lecture review exercise!
- No Quiz this week!

Today's Learning Objectives

- After this class, you should be able to:
    - Know how to conduct Heuristic Evaluation

Heuristic Evaluation

Heuristic Evaluation Logistics

- If you decided to do HE outside of the lecture time, you are responsible for organizing everything.

- If you are here in-person:
  - Find people that you were matched with.
  - Find a spot to perform Heuristic Evaluation.

- If you are remote in Zoom:
  - Find people that you were matched with.
  - Find a breakout room that is empty and perform the critique in that room.

- We will time each evaluation (~30 minutes each).

Your job as a presenter: Present!

- ## Describe your project briefly
    - Talk about the motivation for your work.
    - Give a high level overview of the user goals and tasks
    - Explain the mockup.
    - Answer any questions as they arise.

- ## Warning
    - Do it quick! No more than 5-10 mins. You want the evaluators to have the time to perform the evaluation.

Your job as an evaluator: …Evaluate!

- Identify usability bugs
  - Describe each bug first!

- Identify heuristic that the bug violates
  - Support your bug description with explanation of how exactly it violates one or more usability heuristics
  - Use the 10 Heuristics

- Assign severity
  - Use the severity scale from HE lecture
  - E.g., think if addressing the bug is something that must be addressed in the next iteration or is it something that would be nice to have?

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