School of Engineering, Computer, and Mathematical Sciences

DESIGN+CREATIVE TECHNOLOGIES

Semester 2, 2018

Usability Evaluation

Overall Aim

This is a team-based assignment. The focus is on an *Interactive Device* (hardware and/or software). The team will self-select in allocated class time and work together to study a particular device. The *Interaction Device* being studied will be agreed between the team and the lecturer. This Usability Evaluation will be of an existing device or one under development. You will select a set of usability methods that are appropriate to the stage of development (or maturity) of the device.

Alternatively, the team may study an interaction phenomena, using an appropriate research method.

Assignment Deliverables

The team will construct an Interactive Electronic Report that summarises the main elements of the study. The report will be submitted on 'file exchange' on Blackboard with a cover sheet for each team member and the assessment of group contribution. Although, 'being interactive' is voluntary, students should begin to integrate 'usability' methods into their study reports, and this is a good opportunity to demonstrate good design and make it easy for the grader to discover appropriate content.

The report will also contain at least one page from each group member that is their personal reflection on the project.

Marking Schedule				
Item	Description	Weighting		
Research	Evidence of independent research of process and theory - you will need to reference relevant literature about how you went about the usability study, and what sort of things you discovered about HCI in the study.	30%		
Usability	The evidenced competency of the practical usability test - once you have found relevant material about how to undertake the study you need to show that you undertook appropriate planning and implemented it well.	30%		
Reflection	Analysis and reflection on the study from each member of the team. - each member of the team will need to reflect on the study from their own perspective; their role in the project, their major and degree, and their previous experience in industry and at AUT.	40%		

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Assessment of Group Contribution

Each team will complete a peer assessment form, as attached. This will be used to adjust individual grades when there is agreement of exceptional or under performance in a team. (Please note that a *suggested set of criteria* is given below. Groups can change the criteria and the weightings to reflect their own style of group work – so long as they get approval from the assessor)

ussessor)		Names of Group Members	
PERFORMANCE CRITERIA	Weighting		
Participation Complete Tasks on time Equal contribution at meetings	25%		
Commitment Reach consensus Cooperate	20%		
Communication Provides feedback Good listener	20%		
Performance Builds self-esteem of other group members Builds group cohesion	20%		
Attitude Encourages harmony within the group Provides positive reinforcement	15%		
TOTAL	100%		

Group members' signatures:

Name:	Signature:	Date
Name:	_Signature:	_Date
Name:	_Signature:	_Date
Name:	Signature:	Date

All members of the group must be in agreement and sign the document. This document states each group member's participation in the project. The % participation will be used to determine the assessment mark for the individual group member. If agreement cannot be achieved, students will need to discuss the matter with the lecturer before the assignment is due.