Human Computer Interaction CS449 – CS549
Assignment-4 Heuristics/Inspection Based Usability Testing of a Game

Due date – Upload to SUCourse by December 12th Tuesday, **(Late submission will not be accepted)**

Grading: 13 points

Aim: The main objective of this assignment is to make students familiar with conducting heuristics/inspection-based usability testing.

Task: In this assignment, you will conduct usability testing of a location-based game which was developed for candidate Sabancı University students who visit the campus. As an expert in HCI field, identify and explain usability problems of this game and propose possible solutions to eliminate the problems. You also must rate how serious those problems are.

The Game: You must download and install the game from Play Store (Android) or AppStore (IOS). The game's name is **Gezdir**, at the store you may identify it with the following icon:

Gezdir
Eyesoft Bilisim

Create a user-id with your Sabancı University e-mail account (user-id@sabanciuniv.edu) Login to the game and play it. (Clue: In order to play it, you have to walk around the Sabancı University campus)

Report Structure:

1-Game Info (27 pts)
First, explain the game, its purpose, its technical structure, how to play it, how much time you spent to play and your scores.

2-Heuristics Evaluation (70 pts – Explanation 35, Solution 30, Seriousness 5)
Analyze the game according to the Heuristics evaluation process (don't forget to apply the two-pass evaluation activity)

3- References (3 pts)

The detailed evaluation analysis must be reported in a table like the one below:

Heuristics	Explanation of the Problems Add related visuals of problems from screenshots	Propose Solution(s)	Seriousness of each problem (Low, Middle, High)
Visibility of system status	1- 2- ..		
Match between system and the real world. ...	1- 2- .		
User control and freedom. ...	1- 2- ..		
Consistency and standards. ...	1- 2- ..		
Error prevention. ...	1- 2- .		
Recognition rather than recall. ...	1- 2- .		

Flexibility and efficiency of use. ...	1- 2- .		
Aesthetic and minimalist design.	1- 2- .		
Help users recognize, diagnose, and recover from errors	1- 2-		
Help and documentation	1- 2-		

Heuristics Usability Evaluation Resources:

10 Usability Heuristics for User Interface Design
https://www.nngroup.com/articles/ten-usability-heuristics/?lm=usability-heuristics-applied-video-games

10 Usability Heuristics Applied to Video Games https://www.nngroup.com/articles/usability-heuristics-applied-video-games/

XEROX Heuristic Evaluation - A System Checklist – It is on SUCourse

CS449 – CS549 Lecture Notes