

Brief for Lecture #5

Title: Evaluating and Adjusting Design # 2

Literature:

[**Nielsen**]: Jakob Nielsens, 10 Usability Heuristics for User Interface Design, 2005:
www.nngroup.com/articles/ten-usability-heuristics/

[**Nielsen**]: Jakob Nielsens, How to Conduct a Heuristic Evaluation, 1995:
www.nngroup.com/articles/how-to-conduct-a-herustic-evaluation/

[**Snyder**]: Carolyn Snyder: Paper Prototyping: The Fast and Easy Way to Define and Refine User Interfaces, 2003. [Link to pdf here](#)

Purpose of the day:

We will hold a feedback session where relevant knowledge and lessons from the mandatory assignment is brought to the attention of all students.

We will work with another common test method for determining the quality of an interface. The Heuristic analysis. This method is applied during and postproduction and is always research close. It is conducted by experts. We will look at what that means for the data produced.

Control questions – (before coming to class, be able to answer the following):

- Question for Jakob Nielsens articles on Heuristics:
 - What is the difference between *error prevention* and *error recovering* – give examples.
 - What does it mean to *Design dialog to yield closure*?
 - What is meant by *Aesthetic and minimalist design* and when is it okay to break this one?
- Question for the Snyder:
 - What three roles are useful to know for the facilitator of a user driven usability test?
 - What is *Co-Discovery* and what are the benefits and drawbacks?

Wrap up – (Will be updated after class with corrections or added points):