

SENG 310: Assignments 4 (Usability Evaluation)

Due: **July 23, 2012**

Note: Do this assignment individually (not as a group).

Part 1 (cognitive walkthrough) - 3 points

Conduct a cognitive walkthrough of your software prototype from assignment 3. Use your three scenarios for the walkthrough. Write **maximum 2 pages** report documenting the usability problems that you uncovered with the prototype's design and your proposed design changes or alternatives to correct those usability problems. **Make sure you explain/justify your choices.**

Part 2 (Usability Inspection) - 3 points

Conduct a heuristic evaluation of another group's software prototype. A link to the other group's prototype will be provided to you.

The heuristic evaluations are to be conducted individually. Use Nielsen's 10 usability heuristics (Table 26.1 on pp. 526-527 in your textbook, also handed out in class). In addition to the GUI/WUI design guidelines (a list of guidelines will be available on the course website). Write a **maximum 2 pages** report on your evaluation. In your report:

- Be clear about which heuristics are violated and how.
- If some heuristics were not violated, say so.
- Suggest possible solutions to the problems that you identify.

Submission:

- Submit 2 pages report for the cognitive walkthrough.
- Submit 2 pages report for the usability inspection.
- You may use the templates for usability evaluation to write your reports.
- Hand out the reports in the class, and send a softcopy of your reports to your lab TA and course instructor.

General comments about the assignment:

- A strong emphasis will be put on your ability to present your ideas clearly.
- Poorly written reports will be penalized.
- If you find too many usability problems to fit on 2 pages, choose the ones that seem the most important
- If you find too few usability problems, you probably haven't looked hard enough.