Seng 310

Assignment 4

Usability Evaluation

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2.0 Part 2 – Usability Inspection
2.1 Scenario 1

Location in the Task	Heuristic or GUI Design Violations	Usability Defect Description	Possible Solution
Upon submitting the form to add a new resource.	Visibility of System Status	When submitting the new resource there is no indication that the resource was successfully added or not.	Add a notification message indicating the status of the new resource. (Whether or not the upload was successful) Another solution could be to display an upload progress bar.
Upon submitting the form to add a new resource.	Help Users Recognize, Diagnose, and Recover from Errors	If the add new resource form is submitted blank there is no warning that the form is blank.	Prevent the user from submitting a blank form and show a message indicating that the form is blank.
Navigating the menu.	Flexibility and Efficiency of Use	When navigating the menu there are no shortcuts to navigate faster.	Add shortcuts which make navigating the menu faster.
Filling out the add resource form.	Help and Documentation	When filling out the add resource form the purpose of the checkboxes at the bottom is not clear.	Add a note or roll over dialog stating the purpose of the checkboxes.
Navigating the menus.	Consistency and Standards	The use of a side bar as a main menu is not widely used in desktop applications.	The main menu should be redesigned to be more consistent with other desktop applications.
Navigating the menus.	Consistency	It is not immediately clear that the items in the menu will perform a task	Change the items in the menu to be different than regular text.
Navigating the menus.	Tolerance	After an item has been clicked once, the action close, and the item is still selected clicking it again will not trigger any action.	Make it so that a menu item can be triggered again after its action has been closed.

2.2 Scenario 2

Location in the Task	Heuristic or GUI Design Violations	Usability Defect Description	Possible Solution
Creating a test.	Visibility of System Status	There is no feedback when a test is submitted, a question is saved, or the next or previous button is clicked.	Add feedback to the form.
Creating a test.	Error Prevention	When creating a test there can be an invalid number for the number of questions, the current	Make it so the user cannot enter a negative number for those sections.

		question, total sections, and current section.	
Creating a test.	Flexibility and Efficiency of Use	When creating the test there are no short cuts for building the test.	Add shortcuts for building the test such as a question bank.
Creating a test.	Aesthetic and Minimalist Design	When creating the test the form design is not very well laid out.	The form needs to be redesign in a way that shows the user what question there on and separates overall settings (test type) from other settings such as question type.
Creating a test.	Simplicity	When creating the test the form is complex and could be broken down into stages.	The form could be made multistage where one stage is overall settings and the next is creating each question.
Creating a test.	Structure	The form for creating a test could be grouped better.	Overall test settings and question settings should be grouped together for example.

2.3 Scenario 3

Location in the Task	Heuristic or GUI Design Violations	Usability Defect Description	Possible Solution
Taking a test.	Visibility of System Status	There is no indication of how far a student is in the test or if a question is submitted when next question is clicked.	Add a progress bar and a submit button so the student can explicitly submit the question.
Taking a test.	User Control and Freedom	There is no way to save and exit the test or to just exit.	Add a button which allows the user to save and exit the test so it can be completed at a later time.
Taking a test.	Flexibility and Efficiency of Use	When taking the test there is not way to quickly navigate between the questions	Make it so the student can use the arrow keys can navigate through questions.
Taking a test.	Help and Documentation	The "Flag Procto" button doesn't have an obvious function.	Add a message or roll over dialog indicating what the button does.
Taking a test.	Consistency and Standards	The user shouldn't be able to delete the text of the question.	Make the question uneditable by the student.

2.4 Heuristics not Violated

The follow heuristics were not violated Match Between System and Real World and Recognition rather than Recall.