

Mark	Question Name	Aspect	Success	Comments
3	Q1 Personas and Scenarios	Persona present in scenario	Good	
		Persona describes user in sufficient detail	Good	
		Scenario describes overall tasks of user	Fair	
		Scenario describes plan of action or steps user takes in completing their goals	Fair	
		Scenario describes how the system (computing technology or otherwise) assist or hinders the user	Poor	
		Scenario describes the context in which tasks take place in sufficient detail	Good	
		Scenario is clearly written and understandable	Good	
		Claims analysis identifies features in scenario at the right level of abstraction	Poor	No features. Not a Claims Analysis.
		Claims analysis relates clearly to the scenario	Poor	
		Claims analysis provides benefits and hinderances to the users for each feature	Poor	
3	Q2 Claims analysis	Analysis clearly relates claims to interactive system to be built	Good	Analysis is a description of features of the new system.
		Analysis shows depth of understanding of user requirements	Poor	
		Analysis demonstrates understanding of functional and non-functional aspects of interactive systems	Poor	Not really NFRs.
10	Q3 Prototype	Prototype screenshots clear and understandable and properly referred to in text	Fair	Could have done better with captions for figures
		Minimum number of screenshots provided (i.e. not entire system)	Fair	
		Prototype demonstrates understanding of usability principles:		
		System state visibility	Poor	
		Visibility of order of interaction	Poor	Difficult to know where I've been to, and chat in particular is difficult to read, as there's no indication of order.
		Recognition versus recall	Poor	The idea of door and windows hasn't been quite well developed yet, which can make things confusing to users.
		Consistency (internal)	Fair	
		Grouping of controls by tasks	Poor	e.g. to get stats for a player you have to click the wall but this is not linked to any particular player, very confusing
		Use of appropriate white space	Fair	
		Appropriate Feedback	Poor	None seen
		Good use of colour (if appropriate)	Fair	
		Appropriate use of fonts	Fair	Font size is too small at points
		Use of gestalt principles	Poor	
		Use of interaction styles	Fair	Good idea to explore direct manipulation, but not quite well explored
		Design Patterns	Poor	None seen
		Description of prototype does the following things:		
		Demonstrates use of design principles	Fair	Design principles with proper references to source, but not many used
		Appropriate use of design principles	Fair	
		Appropriate justification of design principles	Poor	
		Use of design patterns	Poor	None mentioned
0	Q4: Evaluation	Evaluation undertaken with 3 participants	Fair	
		Participant characteristics described appropriately	Poor	
		Participant experience level described appropriately	Poor	
		Evaluation methodology appropriate	Poor	No description of how evaluation was undertaken other than use of questionnaire
		Evaluation methodology clearly specified	Poor	
		Evaluation results clearly presented	Poor	
		Demonstrates understanding of usability severity levels	Poor	
Total		Redesign suggestions appropriate	Poor	None
16		Undertook a user based task evaluation	Poor	This was not what was asked for