

# COS20001 –USER CENTRE DESIGN

## CORE 9.1 OBSERVATIONAL USABILITY EVALUATION

Lecturer: Mrs. Nguyen Thuy Linh

Hai Hoang Le | s103542974

Group 5

Hai Hoang Le | s103542974

### I. Evaluation Recording

YouTube: <https://www.youtube.com/watch?v=YGhZ1omkCeQ>

### II. Reflection

During the evaluation, I saw that this activity went out very well and I could see the satisfaction from my participant. This evaluation took me a lot of time to prepare. First, I had to prepare the description of the project that I am attending, it was a kind of explanation to inform my user what he is going to do. In real business, I also have to prepare a briefing for my participant and an agreement for him that all the records and data collected will be secure to protect his privacy. In addition, I had to choose a suitable task for my participant which is clear and short for my user can understand it the first time they try my interfaces. I created four tasks as well as the rating score that I will use in the future to measure my interface score. After the evaluation, I also had to prepare a form about the post-test questions which aim to see my participant satisfaction level. To become more professional, I applied the guide for interactions with human research, before the test, I said hello to my user as well as tried to be friendly with him. For the

recording, my lecturer recommends using zoom to record, however, in my perspective, zoom is not good enough for a recording professional, zoom is an application for online meetings and I could not work with it. To solve that limit, I had to research and I found OBS, an application for streamers that are optimized for the best recording as well as setting up for an evaluation. I can set the animation when recording the camera as well as the main screen with the camera in the right corner. Through these activities, I can see how to set up an evaluation, and how to prepare all the documentation needed for a tester participant. Not only that, the data I collected can help me to develop my interface prototype.