



ISEL / ADEETC

Master in Communication and Multimedia Network Engineering

Interactive Multimedia Applications

Lab Work 3

Interactive Multimedia

Applications

Heuristic Evaluation of the Mobile

Prototypes

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Introduction

The objective of this work is to evaluate the Figma prototypes of the final project. The evaluation will be performed using the Heuristics of Nielsen where each student is considered an expert.

Note: this lab work should be done in class and the resulting documents must be delivered through the Moodle platform until May 8th.

Laboratory Work

Heuristic Evaluation

1. Ask three colleagues to evaluate the usability of the prototype developed in Figma using 3 Nielsen heuristics (3 colleagues x 3 heuristics = 9 contributions). Each student should select 3 tasks and ask the 3 colleagues (experts) to evaluate these 3 tasks in the high fidelity prototype developed in Figma.
2. Make a small report with the problems identified by the colleagues and their severity. In case the experts (fellow students) do not identify any problems, they must justify in writing their reasoning for each heuristic. In this situation, this will be the information to write in the report. The identification of the fellow experts should also be included in the report.

Mockups (Prototypes)

3. Make the correction of the problems identified by colleagues in the prototype.