BSc (Hons) in Information Technology
Year 3

IT3060– Human Computer Interaction   **Semester 2, 2022**

Activity 1:

- Design a user experiment or user study for evaluating the prototype.

    - Within your group, each member must evaluate your website prototypes.
    - Group members must identify the method, participants of their application, and set of activities to perform.

            Ex: test plan
                - What is being tested (features, tasks)
                        Ex: Button clicks
                            Page navigations

                - How it is going to be measured (the success or fail-rate of the test in specific areas)

Activity 2:

- Pilot within your group and generate some dummy data.

    - Share your UI with your group members and assign some necessary feature/tasks to perform in the relevant UI, according to participants of the application and complete the below table by each member. So, finally, you need to have 4 tables with 3 participants and 3 features/tasks for each table.

Name of the participant	Feature/Task 1	Feature/Task 2	Feature/Task 3	Note

- 🟥 Errors/struggling in the feature/task colour the table cell in red.
- 🟩 Feature/ task has no issues colour the table cell in green.
- If a participant is struggling with using a given feature/task, take note of it and you must write down the reason for the confusion in the note column.
- Measure the success rate. E.g.: - If working with this table, you can evaluate the success of your prototype. If four people test three features, that makes for 12 (4x3) tasks. If people accomplish 9 tasks, they have a success rate of 75%.

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Activity 3:

- Carry out a sample analysis of the data.
  - You can use the below table for your analysis. So, after collecting the data you can fill the below table.

Prototype screen / UI	User's feedback /Problem	Reason for negative feedback	Severity (high/ medium/ low) and justification.	Way(s) to rectify and any tradeoffs

Tradeoffs mean: In this column, you must write what can be a solution that you can come up and sometimes that solution may end up losing some features. (Assume if they are suggesting some colour combinations should be removed from the UI because there are people who are colour blinds. but removing those colours might affect the company's identity, those colours may be a trademark of the company). so, introducing some solution can be some time will solve the problem or sometimes will affect it differently.

NOTE: This lab exercise you need when you are submitting assessment 3 and to continue the module Labs.