

## Interaction Design: Task 3

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1. Conduct one form of usability evaluation on your prototype (e.g. usability testing, heuristic evaluation, cognitive walkthrough). Describe which method you used, what you learnt from the evaluation, and any details you changed in the design as a result of the evaluation (500 words max)

//TODO

2. Did you need to deviate from your lo-fi design in any other way? If so, why? (150 words max)

//TODO