

Evaluation Sheet  
CS-545

TEAM \_\_\_\_\_

- Project Meetings \_\_\_\_\_
- Preliminary Lo-Fi Proto, user story, story boards \_\_\_\_\_
- Use of Data \_\_\_\_\_
- Use of Personas \_\_\_\_\_
- Prototyping \_\_\_\_\_
- P A R \_\_\_\_\_
- Laws of Simplicity \_\_\_\_\_
- Targeted Solution \_\_\_\_\_
- Design Iterations with user testing \_\_\_\_\_
- Accessibility (was it auto-checked) \_\_\_\_\_
- Error Consideration \_\_\_\_\_
- Heuristic Evaluation \_\_\_\_\_
- Evaluation of Success Criteria in prototype \_\_\_\_\_
- Presentation \_\_\_\_\_
- Working of Prototype \_\_\_\_\_
- How well was the sale? \_\_\_\_\_
- Tidwell Patterns \_\_\_\_\_
- Micro-interactions \_\_\_\_\_
- Great presentation of user experience by video or other form \_\_\_\_\_

OTHER COMMENTS