Team Worksheet 4 – CS545

(only one copy of worksheet(s) per team please!

Note you can use additional sheets for the assignment)

Name of Project: Game Organizer

List of Team Members:

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This worksheet is about user testing. After your initial prototype is finished you should complete a Heuristic evaluation using one of the checklists I provided in class (for example Norman’s). Next you should test the system having sessions with 5-10 users individually. The test should require the user to do several tasks. Depending on the E you selected you should record data. For example if your E is efficiency then time to complete the task may be one objective measure. After they complete the test, provide a survey to get user feedback on design items of interest, e.g., color scheme, flow, difficulty, general suggestions. The questions for this worksheet are:

1. What Heuristic Evaluation list are you using/

(Easy To Learn)

* Minimize users memory load
* Consistency
* Feedback
* Prevent errors
* Latency Reduction

1. What are the tasks you will ask each user to do on each iteration?

* Create profile
* Login
* Input selection criteria
* Select final outcome
* Use system with anonymous profile

3)What is the objective measure you are using to determine whether the E you selected is improving? (please also provide the E)

(Easy To Learn)

- time – how long does it take for a task

- does the user need to recall anything

- does the user need to enter a text field or select from list

4)How many iterations are you planning?

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5)Will you use a survey at the end of each user testing session? Yes.