Evaluation plan

Step 1: Establish Goal(s) of the Evaluation

Is the popup view for art helpful. Do people like it better than going to a new page

Is the queue helpful etc

Step 2: Design the Evaluation

A: Determine the type of informal evaluation you will use

Questionnaires

B: Identify representative users who will act as your subjects

Due to the nature of Deviantart being a web-based application our representative users can basically be anyone (new users, old users)

C: Plan the evaluation

Write an introduction script

Question ideas:

Are you familiar with DeviantArt? (Have it be a scale from casual to Expert)

How interested in art are you? (vague)

How often do you use the internet/computers? (scale from Never to Very Often)

Do you use other art/image sharing websites? (Tumblr? Pinterest? Imgur? Flickr? Instagram? Twitter? Other) check any that apply

The queue made it convenient to browse several pieces of art. (Strongly disagree -> Strongly agree)

Using the queue was straightforward . (Strongly disagree -> Strongly agree)

Viewing the art in a popup bar was nice (Strongly disagree -> Strongly agree)

Did you prefer being able to page through multiple works in the queue, or simply looking at a simple single work

Extra Comments

Medium Fidelity Prototype:

A: Plan the Prototype

B: Implement the Medium Fidelity Prototype

Decide for the Medium Fidelity Prototype:

1. Horizontal, or more Vertical? (or Scenario)

- Vertical (Queue related stuff added)

B. What (simulated) functionality must it contain? Can be a Wizard-of-Oz approach, i.e. simulated with a low-tech, scripted rather than coded approach?

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C. How important is appearance?

Pretty important since it is an art website.

E. Finally, decide which prototyping tools to use. (Visual Basic, html, PowerPoint, Flash, Flex, Tcl/tk etc; or Java or other languages you know). Use a combination of your group’s skills / comfort level, and the requirements for the prototype to make this choice.

Invision or PowerPoint

Report: (2 pages)

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Prototype Rationale

We decided to do Vertical because we didn’t have overall a lot of features, so implementing a single feature more than the others makes sense.