**SAHAJA**

**Usability Evaluation**

**Resources:**

Read the content of Usability Evaluation Basics | Usability.gov (Links to an external site.)

Read the content of Usability Evaluation Methods | Usability.gov (Links to an external site.)

Note: Examples of evaluation methods (but not limited to): Baseline usability testing on an existing site, focus groups, surveys or interviews to establish user goals, Card Sort testing to assist with IA development, Wireframe testing to evaluate navigation, First click testing to make sure your users go down the right path, Usability testing to gauge the user interaction end-to-end and, and Satisfaction surveys to see how the site fares in the real world.

To perform a usability evaluation, you need to

1) chose a usability evaluation method (from the previous links)

2) come up with 5 additional questions to the list provided next to collect/gather/ask yourself when performing the usability evaluation method.

In addition to the following questions, add 5 more questions not mentioned next.

1. Does the interface have an Intuitive design: a nearly effortless understanding of the architecture and navigation of the site?

2. Is the interface easy to learn: how fast a user who has never seen the user interface before can accomplish basic tasks?

3. What is the interface’s Efficiency of use: How fast an experienced user can accomplish tasks?

4. Explain the interface’s Memorability: after visiting the site, if a user can remember enough to use it effectively in future visits

5. What is the Error frequency and severity: how often do users make errors while using the system, how serious the errors are, and how do users recover from the errors?

6. What is its subjective satisfaction: If the user likes using the system?

7. Provide Screenshots: images of the interface and its uses (at least 5).

In total, you will be collecting/reporting the answer to 12 questions.

**Q1: Perform a usability evaluation of a user interface of your choice of any interactive game.**

Performing Usability Evaluation for a Bejeweled blitz game

**• 10% of grade ~ Include the URL / app name/ link /etc. (give us the ability to access it ourselves)**

<https://www.ea.com/games/bejeweled/bejeweled-blitz>

<https://play.google.com/store/apps/details?id=com.ea.BejeweledBlitz_row&hl=en_IN&gl=UShttps://www.king.com/game/jeweljewel>

https://apps.apple.com/us/app/bejeweled-blitz/id469960709

• **10% of grade ~ Specify the name of the usability evaluation method you will be used to evaluate the system you choose. Explain it and explain why you chose it?**

I picked Heuristic Evaluation and Expert Review to assess the system Bejeweled blitz. Usability specialists assess your interface and compare it to basic usability principles in a heuristic evaluation. A list of probable difficulties is generated as a result of the research. The key advantage of this assessment for designers is that they get feedback early on in the design process.

• **10% of grade ~Insert an empty form of the evaluation method (e.g. list the questions and any additional instructions you would give to a tester. In this case it is going to be you).**

|  |  |  |
| --- | --- | --- |
| S.No | **Principles** | **Feedback** |
| 1 | Visibility of the system's state |  |
| 2 | The system's relationship with the real world |  |
| 3 | User autonomy and control |  |
| 4 | Consistency and standards |  |
| 5 | Error prevention |  |
| 6 | Recognize instead of remembering. |  |
| 7 | Adaptability and utility |  |
| 8 | Aesthetic and straightforward design |  |
| 9 | Assist users in recognising, diagnosing, and resolving issues. |  |
| 10 | Assistance and documents are provided. |  |

**• 10% of grade ~Perform/carry out the usability testing by answering the questions and reporting additional information such as effort, the time you spent on this activity, etc.**

**Note:**

0 = I do not believe this is a usability issue.

1 = Aesthetic issue: Doesn't need to be addressed unless more time on the project is available.

2 = Minor usability issue: this should be addressed as soon as possible.

3 = Serious usability problem that must be resolved as soon as feasible.

4 = Usability catastrophe: must be addressed prior to the product's release (Nielsen).

Attempting the system took more than 2 hours to complete the questions.

|  |  |  |  |
| --- | --- | --- | --- |
| **S.No** | **Principles** | **Usability Test Feedback** | **Severity** |
| 1 | Visibility of the system's state The user can view the current status of the situation. | Visibility of the system's state The user can view the current status of the situation. |  |
| 2 | The system's relationship with the real world | The system's relationship with the real world |  |
| 3 | The rules are simple to follow. | The rules are simple to follow. |  |
| 4 | User autonomy and control | User autonomy and control |  |
| 5 | I provided instructions on how to get to an emergency exit. | I provided instructions on how to get to an emergency exit. | 4 |
| 6 | Consistency and standards | Consistency and standards |  |
| 7 | Make the context of the situation apparent. | Make the context of the situation apparent. |  |
| 8 | Error prevention | Error prevention |  |
| 9 | If there are any mistakes, they should be reported. | If there are any mistakes, they should be reported. | 3 |
| 10 | Recognize instead of remembering. | Recognize instead of remembering. |  |

• **50% of grade ~ Insert a completed form of the usability testing. (Complete this in a table. 2 columns and 13 rows. The first row will have "Questions" in the left column and "answer" in the right column. The remaining rows will list the questions in the left column and the answers in the right column).**

|  |  |
| --- | --- |
| **Is the user interface intuitive in design, allowing for a near-intuitive comprehension of the site's architecture and navigation?** | Levels can be completed by switching coloured Jewel pieces on a game board to make a match of three or more of the same colour, then removing those sweets from the board and replacing them with new ones that may make additional matches. Matches of four or more candies produce special candies that act as power-ups, allowing you to clear the board more quickly. Various objectives must be fulfilled within a set number of movements or times on the board, such as reaching a certain score or collecting a specific quantity of a type of Jewel. It's very easy to play and get about. This game is easy enough for anyone to understand. |
| **Is the user interface simple to learn: how quickly can a user who has never seen the user interface do basic tasks?** | Because it starts with a lesson, it is simple to get started right away. It will demonstrate how to match candies and provide instructions on what to do and how many moves you have left. |
| **What is the interface's usability efficiency: how quickly can a seasoned user complete tasks?** | They feature a very user-friendly interface. It is more efficient if information and colours of Jewel to match are provided, as well as instructions on how to match candies. Anyone with no experience can play it quickly. |
| **Explain the interface's Memorability: whether a user can remember enough about the site to use it effectively in future visits after visiting it.** | There are a few key aspects to which you should pay close attention:  1) The number at the top of the screen represents the number of movements remaining.  2) The progress bar in the upper-left corner of the screen shows your current score.  3) The "Target" number in the upper-right corner of the screen determines your current level's objective.  This is clear and accessible from the home page, and memorability helps.  The bejeweled blitz interface is also more approachable due to its short length (less than 5 screens) and lack of text. |
| **What is the frequency and severity of errors: how frequently do users make errors when using the system, how significant are the errors, and how do users recover from them?** | The most common human error is swiping and matching sweets you didn't intend to match. Because this is a game, though, the majority of players will be unconcerned. One of the issues you may encounter when playing this game on your Android device is the horrible game has crashed error. When you try to start the game for the first time, this commonly happens. The problem can be resolved by restarting the phone and clearing the cache. |
| **If the user enjoys using the system, what is its subjective satisfaction?** | Bejeweled Blitz is one of the most addictive games on the App Store, which is both a good and bad thing. It's captivating and intriguing, and it offers enough diversity to the match-three genre to set it apart. |
| **Age of user?** | 30 |
| **How often do you play this game?** | Regularly |
| **What features make you decide to play this game?** | Special features in some candies |
| **What is the best thing that you like the most in this game?** | Different stages have different stages |
| **overall experience of the game?** | It is fun to play |

**Provide Screenshots: images of the interface and its uses (at least 5).**

• **10% of grade ~Write a short conclusion about your experience, 1) what you liked and 2) did not like about the system you are testing, 3) was the usability evaluation useful? 4) will you change the usability evaluation method you used?**

While I believe the software is user-friendly, anyone who requires additional assistance can click on the settings icon, which provides step-by-step instructions with pictures. It can be used as a "How To" guide by players. This is obvious and available from the main page, and it is memorable. The Bejeweled blitz interface is more user-friendly because it is less than 5 screens long and has little text. Furthermore, the game has stayed stable over time by adhering to its essential concepts. The primary goal of puzzle-solving has remained constant. It has progressed over time by finding new ways to make it more challenging.

This entails the addition of additional "anti-boosters" that would progressively integrate into the game. As you progress through the stages, you can expect them to become more difficult, making Bejeweled Blitz more efficient overall.

What I like about about this game is how easy it is to learn, play, and understand. For those with no prior experience, this game is incredibly simple to play. The colours used for candies in the UI are more inviting. Another advantage is that this game does not require WIFI to play.

The game's worst flaw is how addictive it is and how quickly it passes the time. We can't predict how many mistakes will be made.

Usability testing is advantageous since it helps us to predict approximately 75% of issues and saves a substantial amount of money.

My favourite strategy is heuristic evolution, which has various advantages and saves money.

If required, this assessment method can be modified.

• **Upload document**