

HCI Evaluation

Part 2: Quantitative

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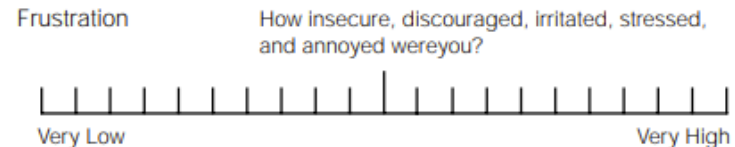
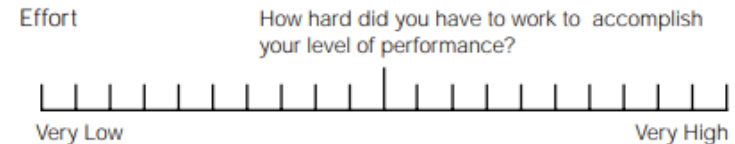
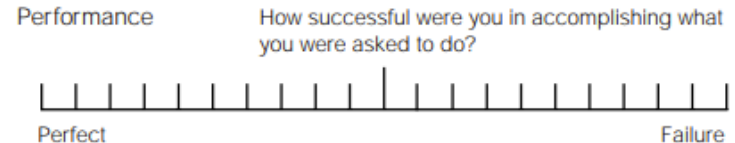
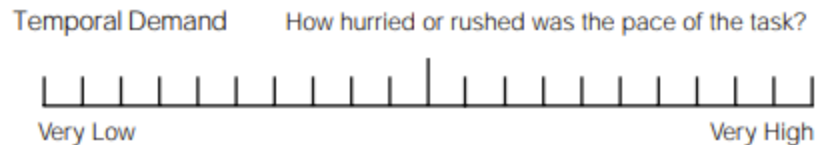
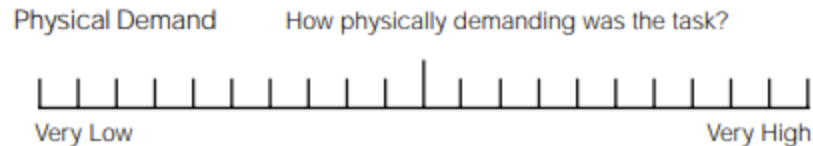
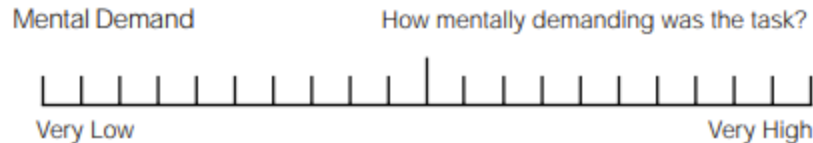
Today's Workshop

- Pair with another team to do quantitative evaluations of your game.
- Each user will play your game at two different difficulty levels. After they have played the game at one of the difficulty levels ask them to fill in the NASA TLX and the SUS; then get them to play the game at the other difficulty level and after they have played it ask them to fill in the NASA TLX and the SUS again. Calculate the aggregate NASA TLX and SUS scores for each game level (you will calculate 4 scores).
- Overall, you are aiming to get at least 10 users to evaluate your game and the workshop is an opportunity to start collecting data.
- Once you have enough data use the [online calculator](#) to see if the Wilcoxon signed rank test shows a significant difference between the workload and usability scores at different difficulty levels.
- Homework: complete the evaluations with at least 10 users. Write these up and add them to your repo.

System Usability Scale

	Strongly disagree								Strongly agree
1. I think that I would like to use this system frequently	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
	1	2	3	4	5				
2. I found the system unnecessarily complex	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
	1	2	3	4	5				
3. I thought the system was easy to use	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
	1	2	3	4	5				
4. I think that I would need the support of a technical person to be able to use this system	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
	1	2	3	4	5				
5. I found the various functions in this system were well integrated	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
	1	2	3	4	5				
6. I thought there was too much inconsistency in this system	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
	1	2	3	4	5				
7. I would imagine that most people would learn to use this system very quickly	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
	1	2	3	4	5				
8. I found the system very cumbersome to use	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
	1	2	3	4	5				
9. I felt very confident using the system	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
	1	2	3	4	5				
10. I needed to learn a lot of things before I could get going with this system	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				
	1	2	3	4	5				

NASA TLX



Homework / Groupwork

- Complete the evaluations with at least 10 users.
- Write up the findings of the quantitative user evaluations and add this to your repo.
- Now your game is underway, reconsider your games three challenges and make sure these are added to your repo (note, these are technical challenges, and not development/team challenges)

