**UI Project Evaluation Protocol**

**Objective**:

The objective of this evaluation is to assess the usability and accessibility of the user interface (UI) for our app designed to help people with hearing and visual impairments read books and cook using virtual reality glasses.

The evaluation aims to ensure that the UI is user-friendly, efficient, and accessible, providing a positive experience for the target audience.

**Users**:

Participants should include individuals with hearing and visual impairments, representative of your app's intended user base. There is no specific age for our app.

Recruitment: Participants will be recruited through relevant organizations and communities that cater to individuals with hearing and visual impairments.

**Method**:

A standardized evaluation script will guide the evaluation sessions.

The script will include introductory information, general instructions, and a sequence of activities to be followed during the sessions.

The script ensures consistency across all evaluation sessions:

1. **Welcome and Introduction:**
   1. Greet the participant warmly.
   2. Provide a brief overview of the evaluation process and its importance.
   3. Obtain informed consent.
2. **User Criteria Check:**
   1. Confirm that participants have hearing or visual impairments.
   2. Verify that participants meet the criteria for our app's intended user base.
3. **Standardized Evaluation Script:**
   1. Present participants with an overview of our app, explaining the main goal.
   2. Provide a standardized script with the sequence of tasks for the evaluation sessions.
4. **Solving the tasks one by one:**
   1. Instruct each participant to solve the assigned tasks individually.
   2. Encourage participants to provide feedback on their experience and feelings while completing each task.
5. **Final Evaluation:** 
   1. After the user interaction, we will evaluate our app, taking into account:

- Efficiency: Assess the time and effort required for task completion.

- Efficacy: Evaluate the accuracy of task completion.

- Satisfaction: Consider the participants' reported satisfaction levels.

**Tasks**:

Three specific tasks will be assigned to participants, each with a defined initial system condition:

1. Task: Like the pancake recipe with the most likes.

Initial condition: The app's main menu is displayed.

2. Task: View the synopsis of the book ‘The Martian’.

Initial condition: The app's main menu is displayed.

3. Task: Create a reminder to buy and wrap Christmas presents by 10:00 a.m. on Christmas Eve.

Initial condition: The app's main menu is displayed.

**Measures**:

Data to be collected will include:

1. Task completion time: Time taken by participants to complete each task.
2. Errors and issues encountered during tasks.
3. User satisfaction: Gathered through post-task questionnaires.
4. User profiles: Information about participants' age, level of impairment, familiarity with VR technology.

**Success Criteria:**

1. Efficacy measures for each task: Participants should be able to complete tasks accurately and within a reasonable time.
2. Efficiency measures for each task: Participants should achieve the task goals with minimal errors and effort.
3. Satisfaction measures: Participants should report a high level of satisfaction in post-task questionnaires.