

## **ASSIGNMENT**

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### **Methods for Evaluating User Interface with Users:**

The main technique for evaluating a user interface is:

#### **Empirical Evaluation:**

Empirical Evaluation alludes to the examination of a hypothesis by perception in tests. The way to great exact assessment is the legitimate plan and execution of the trials with the goal that the specific elements to be tried can be effortlessly isolated from other jumbling factors. For instance, one might need to test whether a product framework with a client model works better compared to a similar framework without a client model, test the impact of various degrees of client displaying or different client model boundary settings, or test different UIs. These elements, which are heavily influenced by the experimenter, are named autonomous factors on the grounds that their qualities can be fluctuated freely of different factors by the experimenter. Subordinate factors are factoring whose values rely upon the upsides of different factors. They incorporate reaction factors or recorded measures like the recurrence/degree of specific ways of behaving (e.g., framework utilization), characteristics of a conduct in a specific circumstance, number of mistakes, blunder rate, time to follow through with a responsibility, extent/nature of errands accomplished, collaboration designs, learning time/rate, or potentially emotional assessments (e.g., client fulfillment). A few ward factors must be estimated by implication, for example, mental burden estimated through circulatory strain or understudy expansion.