

## Instructions

Assignment 4 (based on ID 4th Edition Chapter 15 page 520)

This assignment continues the work on the project. The aim of this assignment is to evaluate further the prototypes produced, this time using heuristic evaluation.

1. Decide on an appropriate set of heuristics and perform a heuristic evaluation of one of the prototypes you have designed.
2. Based on this evaluation, redesign the prototype to overcome the problems you encountered, and make careful note of the changes and relate them back to (numbered) requirements. Have the requirements changed?
3. Compare the findings from this evaluation with those from the usability testing in the previous chapter. What differences do you observe? Which evaluation approach do you prefer and why?
4. Now that you have applied methods from each evaluation approach, draw up a table that summarises the findings, benefits, costs and limitations of each approach: usability testing, field studies (or controlled, in theory) and an analytical evaluation.

### On the database side:

The following tasks will be marked this week:

1. Using the ERD you created in the previous assignment, create the internal model (Chapter 2 in the Databases book) in MySQL. Make sure to select appropriate data types to represent each attribute that you have included in your model.

### On the software engineering side:

1. The application of the principles, processes, methods, goals, umbrella activities and tools associated with software engineering - not all of these are expected to be implemented but at least some, particularly those that are relevant for your project. UML may be used where appropriate.