Instructions

Assignment 3 (based on ID 4th Edition Chapter 14 page 495)

This assignment builds on the work you did in Assignment 2. The aim of this assignment is to evaluate the prototypes produced. Using either the paper or software mock-up or the HTML web/App pages developed to represent the basic structure of your product, follow the instructions below to evaluate your prototype:

1. Based on your knowledge of the requirements for this system, develop a standard task.
2. Consider the relationship between yourself and your participants. Do you need to use an informed consent form? If so, prepare a suitable informed consent form. Justify your decision.
3. Select three typical users, who can be friends or colleagues, and ask them to do the task using your prototype.
4. Note the problems that each user encounters. If you can, time their performance. If you happen to have a video camera or smartphone, you could film each participant.
5. Since the system is not actually implemented you cannot study it in typical settings of use. However, imagine that you are planning a controlled usability study or a field study. How would you do it? What kinds of things would you need to take into account? What sort of data would you collect and how would you analyse it?
6. What are the main benefits and problems with a controlled study versus studying the product in a natural setting?

On the database side:

The following tasks carried over from last week will be marked this week:

1. Draw up an ERD in Crow's foot notation using the entities and business rules you identified in the previous assignment.

On the software engineering side:

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.