

## USABILITY DOCUMENT

### GROUP 13

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## AUTOMATED LIVE CLASSROOM PERFORMANCE EVALUATION

# THE EIGHT GOLDEN RULES OF SHNEIDERMAN

## 1) CONSISTENCY

Consistency can be maintained in the designs quite effectively if the style of each element is maintained across the system, or across different platforms for the same system.

**Some of instances are shown representing how our design implements this rule:**

### 1) Usage of proper icons and images for display

Proper icons and images will be used for better navigation throughout.

### 2) Apt language used in pop ups and dialog boxes

Language used in the popups and dialog boxes are easy to understand and aptly helps the user to navigate thoroughly.

## 2) USING SHORTCUTS TO SEEK UNIVERSAL USABILITY

For universal usability we need to take into account both the novices and the experts and allow for comprehensive steps for the novice users while making provisions for experts to jump ahead and get their required work done and even helping both in certain scenarios.

**Some of instances are shown representing how our design implements this rule:**

### 1) Prompt for a student to directly join a examination if he is late

If a student login's late he/she will get a popup to directly join the ongoing examination on the dashboard with the details of the exam so that the user can decide whether to join the examination or not.

### 2) Showing some of the most frequently opened courses at the top

Some of the most frequently opened courses can be directly accessed from the dashboard making them easily accessible to users and faster navigation.

### 3) Directly accessing the recently evaluated examination and its analysis

The analysis and evaluation of the recently evaluated examination will be made accessible on the dashboard for quicker navigation.

### 4) Notification for the recent updates

All the recent updates corresponding to the user will be kept in one place (notification panel) which can be used to track down and navigate to those changes effectively.

### **3)OFFERING INFORMATIVE FEEDBACK**

For every operator action, there should be some system feedback. For frequent and minor actions, the response can be modest, while for infrequent and major actions, the response should be more substantial.

**Some of instances are shown representing how our design implements this rule:**

#### **1)Highlighting the courses with new updates**

All the courses with any new updates (like change in date of examination , exam graded) will be highlighted so that the users can keep track of course in a much better way.

#### **2)Marking question for review and status of each question**

Questions can be marked to be reviewed again and all questions which are answered or marked or unanswered will be shown at the top.

#### **3)Status of Doubt Query**

Students can see the status of the query asked by them like whether it is seen/not seen by the instructor or answered.

### **4)DESIGN DIALOGS TO YIELD CLOSURE**

All dialogs that come up in any state of a system, must leave no questions in the mind of the user. It should be clear and obvious for the intended audience and it should also inform the users about next steps, if there are any.

**Some of instances are shown representing how our design implements this rule:**

#### **1)Letting the users know of successful login and logout**

A proper dialog box is shown letting the users that they have logged in/out successfully so that they can navigate accordingly.

#### **2) Alert message on final submission during an examination**

On finally submitting the answers the students will get an alert asking whether they want to submit it finally or go back and review which reduces the chance of accidental submission by any student.

### 3) Timely alert by the countdown timer

A timely alert will be given by the countdown timer letting the student know about the time they are left with which helps them to properly plan the rest of time during the examination.

## 5)SIMPLE ERROR HANDLING

If an error is avoidable, it should be dealt with immediately.

This can be seen by asking three questions to our design at each step.

- i) Is every possible step taken to make sure that this error will not occur?
- ii) Is the error totally unavoidable?
- iii) If a user does make a mistake, how much effort would they need to put in to rectify the error?

**Some of instances are shown representing how our design implements this rule:**

### 1) If the user accidentally enters a wrong credential

Giving proper dialog box for **wrong credential** and **way to sign in** again for letting the user know that they have entered a wrong credential. Like if a user enters a wrong username it will prompt to enter a correct username otherwise it will prompt to enter a correct password.

### 2) If a new instructor/student/TA is not added to the database

A proper dialog box is shown to the admin that the **instructor/student/TA is not added** and gives a **way to add them again** by **redirecting** them to the corresponding page again.

### 3) Not able to add/delete a course

An error box is shown representing the **course is not added/deleted** and the user gets **redirected** to the corresponding page again.

### 4) Chat message not delivered in the chat room

A proper box is shown in the place of text showing the user that the **text message was not delivered** and **prompts them to send the message again** if they want to.

## **6)EASY REVERSAL OF ACTIONS**

A good design allows the users to reverse their actions with ease if the desired effect was not achieved or if the action was a mistake.

**Some of instances are shown representing how our design implements this rule:**

### **1) Exam can be re evaluated in case of a faulty answer key**

Instructors/TA can reevaluate the exam easily if a student points to a faulty answer in the answer key and the corresponding marks of the students can be updated with only a single click.

### **2) Submitted exam can be reverted back**

If a student accidentally submits an exam it can be reverted back within a stipulated time before the exam ends.

### **3)Each response to a question can be reset during an examination**

Students can reset the answer to any question during an exam if they think the answer must be changed.

## **7)SUPPORT INTERNAL LOCUS OF CONTROL**

A good design makes sure that the user always feels in control at all touchpoints of the application or website, making it very easy and safe to navigate through.

**Some of instances are shown representing how our design implements this rule:**

### **1)Students can start or end the exam anytime between the stipulated exam time.**

Students are given the freedom to start and end the exam at any time between the stipulated exam time like they can start the exam late or end the exam early according to their needs.

### **2)Using navbar to navigate to other pages**

Users can use navbar which helps them in navigating to other pages easily.

## **8)REDUCE SHORT TERM MEMORY LOAD**

A good design reduces the load on short term memory by using visual cues and indicators to keep reminding the users about the existence of that feature and making sure that the users are not being forced to remember more than absolutely necessary.

**Some of instances are shown representing how our design implements this rule:**

### **1)Notification for the recent updates**

All the recent updates corresponding to the user will be kept in one place (notification panel) which can be used to track down and navigate to those changes effectively rather than remembering all the updates.

### **2)Showing all upcoming exams within a week**

Users will get an option to check all the upcoming exams within a week so they can focus effectively on them rather than getting anxious by seeing other exams.

### **3)Showing some of the most frequently opened courses at the top**

Some of the most frequently opened courses can be directly accessed from the dashboard making them easily accessible to users and faster navigation rather than going through all the courses again and again.