Cognitive Walkthrough Example Form

Briefly describe the system being evaluated:

Briefly describe the target users of this system (background, experience, etc.):

Briefly describe the task(s) to be evaluated:

Task 1: Create array

Task Steps for Task 1	Will the user know what to do next to make progress?	Will the user notice how to perform the correct action?	Will the user interpret the system response correctly?
1.2 **Click and Drag out an array**	The pop-up box that appears in previous step reads "click in the animation window and drag the mouse to create and size an array." The user will therefore have an idea what to do next.	This is questionable, since the instructions are actually not quite right. A more precise instruction would be "Position the mouse at location where you'd like the array, press and hold the left mouse button, drag out an array, and finally release the mouse button." Further, the user may have trouble knowing what the "animation window" is, since it lacks a **signifier**.	The user will see the array appear, along with a "create array" statement. This will likely serve as confirmation that the array was created. However, the array may not be the correct size (6), which will require corrective action on the part of the user (see next step)

Task 2: Populate array

Task Steps for Task 2	Will the user know what to do next to make progress?	Will the user notice how to perform the correct action?	Will the user interpret the system response correctly?
2.1 **Click the populate tool**	The user will notice that the array is empty and needs values. Hence, the user will likely understand that he/she needs to find a way to put values into the array.	Populate is a suggestive term for filling a container with something—in this case, values. It seems plausible that the user will associate "populate" with putting values into the array, especially given the icon. The **signifier** could be enhanced if the pop-up tooltip explained what the tool did when the user moused over the tool.	Yes, when the tool is selected, a help window appears telling the user what to do.

Task 4:   Create array index

Task Steps for Task 4	Will the user know what to do next to make progress?	Will the user notice how to perform the correct action?	Will the user interpret the system response correctly?
4.1 **Choose "Create Index" tool**	The task instructions tell the user to iterate through the array, one value at time, but say nothing about the need for an array index. Hence, the user may not know to do this step. The user could be aided here with a mouseover tooltip (**signifier**) indicating that an array index is for iterating through each value in an array.	Yes, it is likely the user will be able to associate the "create index" tool with creating an array index.	The Alvis help window pops up, and the cursor changes to an "X". Both of these forms of progress should indicate to the user that s/he has made progress. The "X" cursor could be made more clear if it said _why_ it is an X (because an index must be created within an array).

Discussion of successes and failures

[I'm expecting a couple paragraphs here discussing successes and failures **in detail** and using appropriate design principles discussed in class and found in the readings]

From the slides:
Summarize results
–Identify aspects of the design that worked
–Identify potential usability issues
–Where possible, use concepts from class to explain usability issues

Design suggestions

[I'm expecting a couple paragraphs here discussing the design changes in detail and citing design principles discussed in class and found in the readings as justification. You also need to attach annotated screenshots and/or sketches illustrating suggested changes where applicable]

From the slides:
Suggest design changes
–For each usability issue, suggest a concrete change to remedy the issue
–Use annotated screen sketches to illustrate your suggested changes, as appropriate.