

Republic of the Philippines Partido State University Goa, Camarines Sur

COLLEGE OF ENGINEERING AND COMPUTATIONAL SCIENCES COMPUTATIONAL SCIENCES DEPARTMENT

FINAL PROJECT: HEURISTIC EVALUATION & WEB REPORTING SITE HCI2 - HUMAN-COMPUTER INTERACTION

PROJECT TYPE: GROUP WORK (3-5 MEMBERS)

OUTPUT: STATIC WEB REPORT (HTML, CSS, JS - FRAMEWORK (OPTIONAL))

Sample Output:

MU Cyber Club Reservation System

PROJECT OVERVIEW:

Each group will be assigned a unique web application source code. The group will:

- Conduct a heuristic evaluation using Jakob Nielsen's 10 Usability Heuristics.
- Apply the DECIDE framework to guide and structure the evaluation.
- Build a static webpage documenting the process, issues found, and suggested improvements.
- Optionally deploy the site online for bonus points.

LEARNING OBJECTIVES:

Students will be able to:

- Apply usability heuristics in real-world evaluation.
- Use the DECIDE framework to organize evaluation work.
- Present findings through a visually structured, front-end project.
- Propose evidence-based improvements for user interfaces.

DELIVERABLE(S):

1. Static Website

Pages	Required Content
Home Page	Title of the evaluated website or system
	 Names, roles, and photos of group members
	 Screenshot or logo of the evaluated system
DECIDE Framework	Detailed documentation of the 6-step DECIDE Process
	 D: Determine the goals.
	 E: Explore the questions.
	 C: Choose the evaluation approach and methods.
	 I: Identify the practical issues.
	 D: Decide how to deal with ethical issues.
	 E: Evaluate, interpret, and present the data.
Evaluation Results	List of usability problems found
	Each issue must include:
	 Screenshot/image of the issue
	 Heuristic violated (e.g., "Visibility of System Status")
	 Short description and impact on user experience
	 PDF of heuristic evaluation workbook



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	 List of tasks used during evaluation (6–10 realistic tasks performed by the evaluator during testing) Conclusion of the evaluation
Proposed Improvements	 UI improvements (can include redesigned wireframes or annotated mockups) Justification for each based on HCI principles or heuristics
Extra Pages(Optional)	Reflections, additional findings, video demo, etc.

TECHNICAL GUIDELINES:

- Must be a static website built with HTML/CSS (optionally with JS or a framework like Bootstrap).
- Should be well-organized, clean, and readable.
- Include images/screenshots of all issues found.
- Optional: Host on GitHub Pages, Netlify, or similar platforms.

FINAL DELIVERABLES (SUBMIT VIA GOOGLE CLASSROOM):

- 1. A folder containing the complete static website
 - a. Include all HTML, CSS, JS files, images, and assets
 - b. Must be organized and easy to navigate
- 2. Heuristic Evaluation Workbook (PDF)
 - a. Completed version of Nielsen's 10 Heuristics workbook used during evaluation
 - b. Must be clearly labeled with group name and website title
- 3. Optional: Link to Deployed Website
 - a. If the static site is deployed using GitHub Pages, Netlify, or any other hosting service, submit the live URL
 - b. Bonus points will be awarded for successful deployment

GRADING CRITERIA:

Criteria	Description	Points
DECIDE Framework	All six components are clearly documented with thoughtful,	10 pts
Documentation	relevant content.	
Heuristic Evaluation Quality	Clear identification of issues using Nielsen's 10 Heuristics.	
	Includes images/screenshots, matched heuristics, and user	10 pts
	impact.	
Static Website Structure & Content	Required pages are complete, content is organized and follows	
	instructions. Includes member details, conclusions, and PDF	10 pts
	upload.	
Proposed Improvements	Realistic, user-centered redesign suggestions are presented	10 pts
	with justifications using HCI principles.	
Visual Design & Presentation	Web layout is clean, readable, and visually appealing. Shows	10 pts
	good use of HTML/CSS.	
Bonus: Deployed Site	Link to a working deployment via GitHub Pages, Netlify, etc.	+5 pts
(optional)	Link to a working deployment via official Pages, Nettily, etc.	

TOTAL POINTS: 55 points