

## Project Phase 4: Evaluation

### 1. Deadlines

- a) Submit a **report** and a **slide presentation of the 4 phases** you have done with **video recording of the usability testing** session you have conducted by **27 April 2025, 11.30 p.m. (A night before the final presentation)**
- b) Prepare a presentation to be represented in the class (Onsite IT210) on **28 April 2025, 6-9 p.m.** You also need to show your software prototype (with your own devices).

### 2. Goal

In the final part of the project, you will conduct an evaluation (usability testing) of the prototype developed in phase 3. **We expect that your evaluation will involve sample target users interacting with your system.** These users will likely be your client(s) and maybe other students from class or other people who would fit your target user population.

### 3. Deliverables

You should develop the following items in this part, and you should communicate them through your report:

- a. The step-by-step description of how you conduct the usability testing (including pictures, forms, documents used) following the DECIDE framework.
- b. The list of tasks and the scenario for usability testing.
- c. The results of your test session(s) include participants' feedback and a list of problems you notice, analyzing the actions performed by the participant, discussion, and summary of your debriefing session. Note: Debriefing is a process that is undertaken at the end of each test session. It involves the difficult situations/experiences and analyzing the actions performed by the participants.
- d. A description of how the prototype design could be improved in the next version.

### 4. Submission Instructions

- a. Submit a report and a slide presentation (type .pdf only) on E-learning by the due date.
- b. The name of submitted report should be "HCI\_P4\_Slides/Report\_StdID.pdf"  
For example,  
"HCI\_P4\_Slides\_6758xxx.pdf" and "HCI\_P4\_Report\_6758xxx.pdf"

### 5. Grading Criteria

- a. Students follow the DECIDE framework when planning the usability testing (CLO7)
- b. Students define the scenario and identify the list of tasks for testing (CLO7)
- c. Students collect testing results, analyze, and present the results (CLO7)
- d. Students improve the designed prototype based on the feedback gathered from the usability testing (CLO8)
- e. Complete Deliverables (N/A).

## 6. Grading Rubrics

	Good (3 points)	Fair (2 points)	Poor (1 point)
Usability Testing Process	Follow the DECIDE framework with a good detailed explanation.	Follow the DECIDE framework with some detailed explanation.	Follow DECIDE framework but incomplete detail explanation.
List of Tasks and Scenario	100% Completed list based on design features and functions.	Up to 80% Completed list based on design features and functions.	Up to 50% Completed list based on design features and functions.
Testing Results and Analysis	Display 100% completed list of results and analysis using appropriate visualization.	Display up to 80% completed list of results and analysis using appropriate visualization.	Display up to 50% completed list of results and analysis using appropriate visualization.
Reasonable Design Improvement	Provide a reasonable explanation for improving the designs that match with the user feedback and expected outcomes.	Provide a reasonable explanation for improving the designs	Provide some reasonable explanation for improving the designs
Complete Deliverables	Submit all deliverables	Submit 3 deliverables	Submit only 1 deliverable