

INFO2222 Mini-Assignment 4 – new usability evaluation

Due: 12 noon, Week 5, before the 1pm whole-class tutorial, *11th April, 2018*

Submit: on Canvas

Assessment:

This work will be assessed with Turnitin. This work is worth 1%. Grading is {0, 0.5, 1} corresponding to: {non-attempt or very minimal attempt, more than minimal but not a solid attempt, solid response on all parts}

Goals:

- Practice designing a usability evaluation that is different from that in Assignment 1.
- Learn about key usability and effectiveness aspects of passwords.

Task Overview:

Suppose your boss has asked you to run a user study to test how well the interface below teaches people how to create strong passwords.

<https://cups.cs.cmu.edu/meter/>

Your boss has proposed the following approach:

1. Ask participants to do this pre-test:
 - Please type the attributes of a good password.
 - Please type comments on the strength of the following passwords, classifying them from very weak, weak ... strong, very strong, then explaining your reasoning:
 - i. secret
 - ii. S3cr3ts3cr3ts3cr3t
 - iii. qwertyuiop
 - iv. 1234567
 - v. seecurrityfraterrrni382ty
2. Please explore the “Password Meter” trying out the above passwords
3. Then try it with at least 2 more that you think will help you learn about passwords
4. Provide participants with a copy of their answers to the pre-test. Ask them to
 - make bold the ones they still consider correct
 - italicise aspects they now consider were incorrect – adding notes on the reasons for this
 - then list anything new they learnt
 - list anything you disagree with about the interface
 - add any other comments about what you liked or disliked about the interface

Task 1:

As a first step in preparing to do this, prepare a document that you would provide to the participants to do the task your boss has specified. Take care to provide instructions and make the layout clear in this document.

Task 2:

As your next, carefully do the task yourself and time each part of it. Try to faithfully do the task as if you were a participant in the study. You should use the document you designed in Task 1. You need to play two roles at once:

1. that of the study participant actually following the study steps, in a think-aloud;
2. In addition, please make notes about your ***own mental model*** as you did this task, taking particular care to note how you found each aspect as you did (eg you found things interesting, onerous.....) – this is your attempt to also track what an observer would note in a well-run think-aloud.

NOTE: Take care to write down the time at each of the 4 steps above.

Task 3:

Write a brief summary report on:

- how effective your document was – and any changes you would make to improve it;
- your main observations about your own response to the website;
- whether you recommend changes to the approach proposed by your boss to make the usability evaluation more effective and easy for the user to complete.

Deliverables – submitted as one document on Canvas

- Task 1 – Document you designed.
- Task 2 - Your own completed version of the document, plus your notes on your own mental model as you “observed” yourself doing the task.
- Task 3 - Your summary report.