	BITM 2313 **HUMAN COMPUTER INTERACTION**	
	ASSIGNMENT 3 (10%)	
BITM 2313	**SEMESTER 2**	**SESSION 2020/2021**

1.0 Objective

To design a usability testing for mobile applications.

2.0 Requirement

This is a group assignment. Your group members are similar to your Assignment 2's group. You are NOT allowed to submit this assignment as an individual work.

You are required to design a usability testing for your chosen application in Assignment 2. Please consider your target users as in Assignment 2. Your proposed usability testing must include:

- List of possible challenges in conducting the usability testing **[5 marks]**
- List of possible solutions for the above challenges **[5 marks]**
- Tasks to be conducted by the user during usability testing **[10 marks]**
- Types of data that you will be collected (quantitative and qualitative data) **[6 marks]**
- Number of users **[2 marks]**
- Duration of usability study **[2 marks]**
- Methods to collect/capture the data **[10 marks]**

Please refer to lecture notes on Evaluation in Week 13 (Part 1 and Part 2) particularly on the examples and case studies discussed in the notes.

3.0 Submission

All submissions must in .pdf files by group leader.

The submission dateline is **18 June 2021**. This assignment should be submitted through ULearn.