

Design Alternatives

MP 4 due November 21

Final Project Presentations

December 7

3-5 PM

Research Park

TODAY

Review of heuristic evaluation

Peer evaluation of paper prototypes

HEURISTIC EVALUATION

Jakob Nielsen

Identify usability problems in UIs by inspection

3-5 evaluators use UI

- check against usability principles (heuristics)
- each finds different problems
- aggregate findings at the end

HEURISTIC EVALUATION

Training

Evaluation

Rating

Debriefing

HEURISTIC EVALUATION

Training - review heuristics, learn about interface/domain

Evaluation

Rating

Debriefing

HEURISTIC EVALUATION

Training

Evaluation - describe problems (what, why, severity, fix)
- go through UI several times

Rating

Debriefing

HEURISTIC EVALUATION

Training

Evaluation

Rating - rate severity of problems

Debriefing

HEURISTIC EVALUATION

Training

Evaluation

Rating - rate severity of problems

Debriefing

Rating scale:

4 - catastrophe

3 - major problem

2- minor problem

1 - cosmetic only

0 - not a problem

HEURISTIC EVALUATION

Training

Evaluation

Rating

Debriefing - aggregate, debate, devise solutions

NIELSON HEURISTICS

- 1: **Visibility of system status**
- 2: Match system and real world
- 3: User control and freedom
- 4: Consistency and standards
- 5: Error prevention



NIELSON HEURISTICS

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Source: Interface Hall of Shame

NIELSON HEURISTICS

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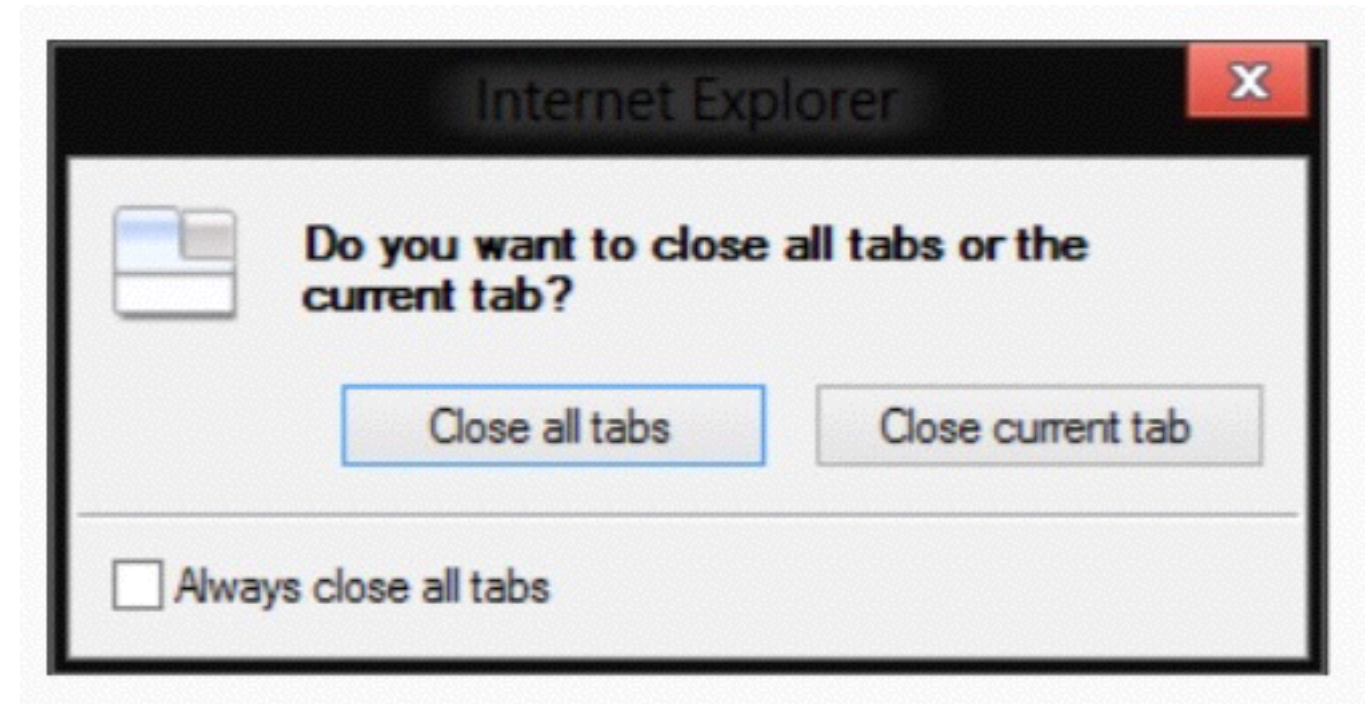
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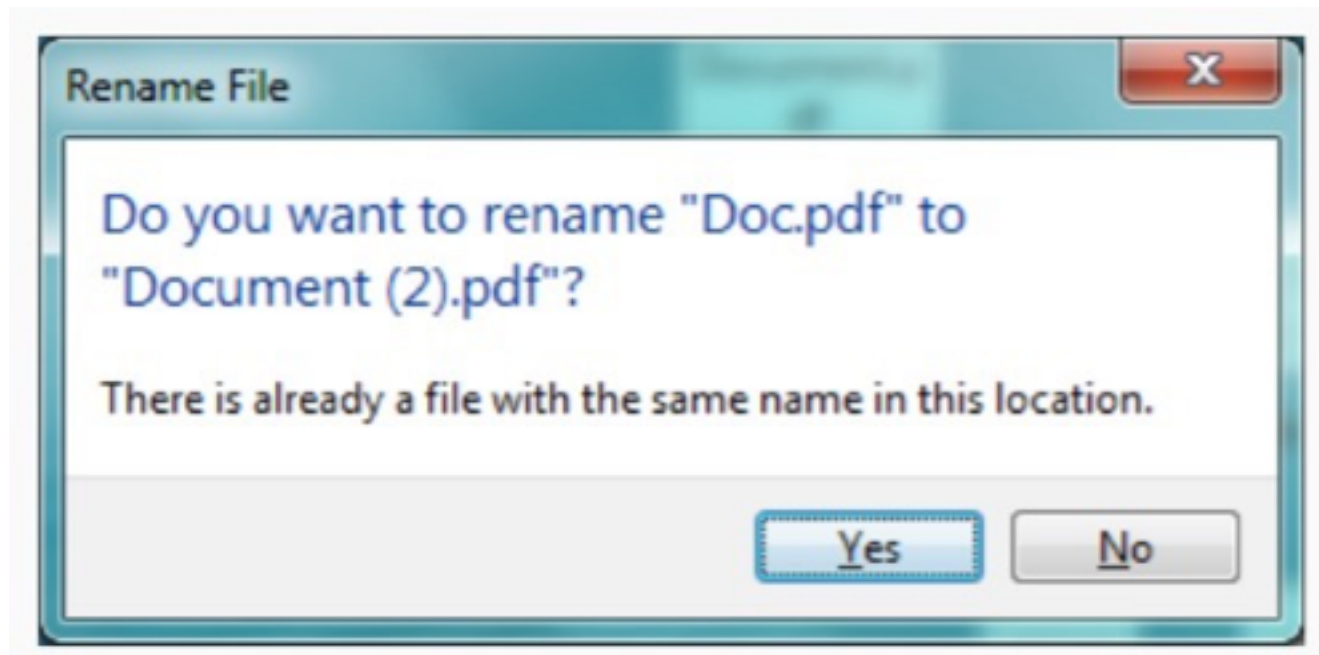


NIELSON HEURISTICS

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NIELSON HEURISTICS



6: Help recognize & recover from errors

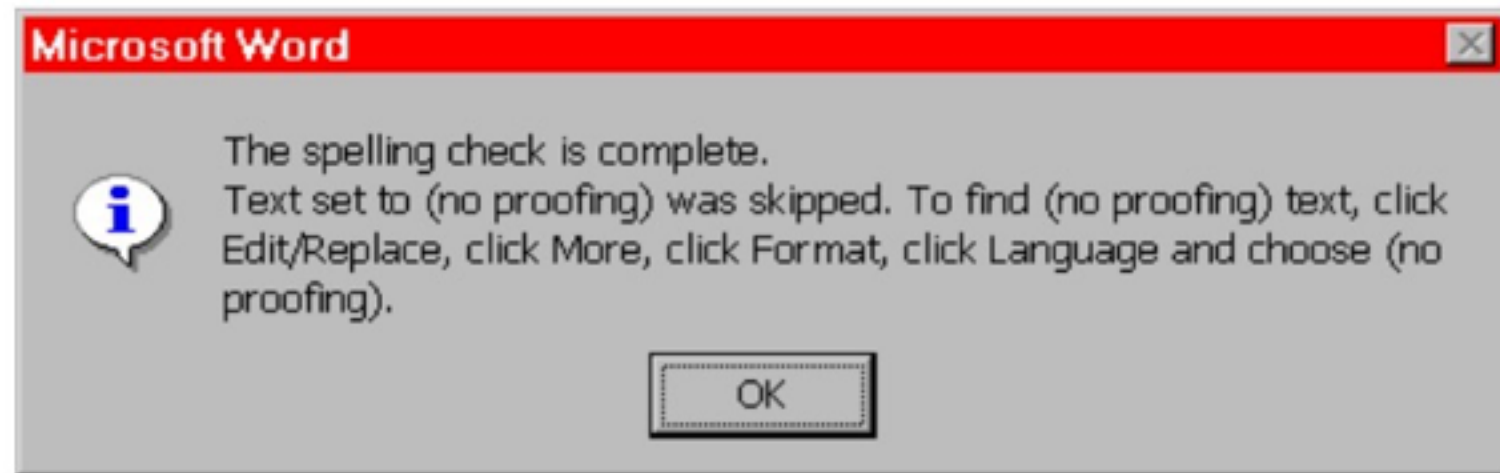
7: Recognition rather than recall

8: Flexibility and efficiency of use

9: Aesthetic and minimalist design

10: Help and documentation

NIELSON HEURISTICS



Source: Interface Hall of Shame

6: Help recognize & recover from errors

7: Recognition rather than recall

8: Flexibility and efficiency of use

9: Aesthetic and minimalist design

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NIELSON HEURISTICS



Search Google or type URL



6: Help recognize & recover from errors

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NIELSON HEURISTICS

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QUESTIONS

NIELSON HEURISTICS

- | | |
|--------------------------------|---|
| 1: Visibility of system status | 6: Help recognize & recover from errors |
| 2: Match system and real world | 7: Recognition rather than recall |
| 3: User control and freedom | 8: Flexibility and efficiency of use |
| 4: Consistency and standards | 9: Aesthetic and minimalist design |
| 5: Error prevention | 10: Help and documentation |

HAPPY THANKSGIVING

enjoy your break!