**Goal**

The main goal of this evaluation is to find out if the components implemented within the lo-fi prototype enable the participants to achieve their goals from sets of tasks given to them.

**Participants**

It was important for me to select participants which closely matched the persona generated from the B2 stage to ensure that the feedback is received from the main target users of the system.

For this lo-fi iteration process I will ask two university students to carry out tasks using the lo-fi prototype that I created. This is to ensure that I am getting feedback from the system’s target users.

I was unable to do the evaluation process with more participants because of their availability; therefore I was limited to just two participants. In a real world situation, I would have needed to ask at least 10 participants for the evaluation to be reliable.

**Relevant Usability Criterions**

I have identified the relevant usability criterions which I will use whilst conducting the lo-fi evaluation process. I had chosen to consider usability criterions from these sources because I felt that their criterions would give me the best perspective of evaluating the lo-fi prototype.

**Jakob Nielsen's 10 Heuristics (Nielsen, 1994)**

* **Visibility of the system status** - Does the website keep the users informed of the actions that they take by providing good feedback?
* **Error prevention** - Designs should prevent problems from occurring in the first place. Either eliminate error-prone conditions or check for them and present users with a confirmation option before they commit to the action.
* **User Control and Freedom** - Users often choose system functions by mistake and will need a clearly marked "emergency exit" to leave the unwanted state without having to go through an extended dialogue. Support undo and redo.
* **User control and freedom -** Users often choose system functions by mistake and will need a clearly marked "emergency exit" to leave the unwanted state without having to go through an extended dialogue. Support undo and redo.

**Don Norman's Design Principles (Norman, 2002)**

* **Visibility** - Clearly marked labels, buttons, and menus to help the user access, learn, and remember the system.

**Time & location of Evaluation**

This evaluation will take place on Saturday 9th March 2013 at 13:35. This day was chosen because both the participants are available to do the evaluation.

The evaluation will be conducted within the OneZone refectory because both the participants a do not have any lesson during that time. This location is also suitable because it is the same location within which the final version of the HEIS will be implemented, therefore the environment will add authenticity to the evaluation.

**Evaluation Technique**

The evaluation technique I will be using is the cooperative evaluation technique. I chose this technique mainly because it enables the users to think aloud, enabling me to receive feedback as the user is completing the task, and also allowing me to ask questions whilst they are doing the tasks to get a much deeper understanding into their actions .

**Tasks**

To carry out the initial lo-fi iterative design process, I created three tasks for the user to complete. These tasks are based on the scenarios created within the B2 stage (see ‘Scenarios’ folder within the Design Journal). These tasks will help me to find out if the user is able to successfully and intuitively able to navigate through the prototype.

1. You have had a busy day so far at the university, and now want something filling to eat. However, the cheapest filling meal costs £3.34, and you have £1 in your account, and £2.40 in your pocket. How would you use the system to buy a filling meal?
2. Its lunch time and you are hungry. You have been on a diet for some time now but you feel no change. Therefore you would like to decrease your calorie goal to 900 on the HEIS and purchase a meal within the new calorie goal. How would you do that?
3. You are in a rush and want to purchase a quick meal which will sustain you through to the evening. You remember that you enjoyed the last meal you purchased from the system; however you forgot to favourite it and also forgot the name of the meal. How would you use the system to quickly purchase a meal which you had last time?