**Goal**

The goal of this evaluation is to learn how effective the structure and layout of the wireframe is in enabling the user to successfully navigating through the wireframe to accomplish their tasks.

**Participants**

The participants for this evaluation will be those who match the persona created from the primary research (see the folder named ‘Persona’ in the Design Journal).

I will not be using the same participants I used for the lo-fi prototype evaluation. This is because I will be asking the participants to perform the same tasks as used in the lo-fi prototyping stage; therefore to increase the reliability of this evaluation process, I will need to ask two new participants to conduct this evaluation.

**Relevant Usability Criterions**

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

* **Match between system and the real world -** The system should speak the users' language, with words, phrases and concepts familiar to the user, rather than system-oriented terms. Follow real-world conventions, making information appear in a natural and logical order.
* **Consistency and standards -** Users should not have to wonder whether different words, situations, or actions mean the same thing. Follow platform conventions.
* **Aesthetic and minimalist design -** Dialogues should not contain information which is irrelevant or rarely needed. Every extra unit of information in a dialogue competes with the relevant units of information and diminishes their relative visibility.

**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 the Evaluation**

This evaluation process with the first participant will be conducted on Saturday 16th March 2013 at 13:30 PM within their home.

The evaluation process for the second participant will be on Monday 18th March 2013 at 08:30 AM in the sofa seating area in the OneZone.

**Evaluation Technique**

For this evaluation, I will continue to use the cooperative evaluation technique because it enables me to gain verbal feedback from the participants which will help me to improve the design of the HEIS.

**Tasks**

I will be using the same tasks which I used for the lo-fi evaluation processes so that the key functionalities which I am testing for the HEIS is consistent throughout this iterative design process.

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?