**Evaluation For Smart House App Prototype (Group 3)**

This evaluation is being done to make possible improvements in further prototypes by having the prototype tested out by several participants(you) getting their feedback on the positives and negatives of it.

You are provided a figma link, a video link and a questionnaire. You will need to watch the video and try the figma prototype out in whatever order they desire, and then answer a list of questions based on their experience

You reserve the right to stop whenever you want and withdraw any or all information that you provide.

**Evaluation of Heuristics**

1. Does each action produce clear feedback to communicate the state of the system to the user?

Yes

1. Are the choices of languages appropriate and sufficient?

Yes

1. Do the icons and symbols clearly communicate their respective functions?

No

1. Can users easily undo and redo actions?

Yes

1. Is there a clear exit for users in case of errors?

Yes

1. Is the design consistent all throughout the prototype?

No

1. Does operating the app follow the platform and industry conventions?

No

1. Are there safeguards to prevent errors from happening?

No

1. Are errors clearly communicated and displayed?

No

1. Are important information and options clearly visible to the user?

Yes

1. Does the prototype require the user to constantly remember what a function or option does?

Sometimes

1. Is there more than one way to access a specific function?

No

1. Are shortcuts available for more frequent actions?

No (Not bottom bar)

1. Does the design feel clustered or chaotic in any way?

Yes

1. Are primary functions highlighted or prioritized?

Yes

1. Does the app provide clear guidance on how to fix errors?

No

1. Is there a help documentation to answer the user’s questions?

Yes

**Questionnaire** 

Each question is accompanied by a Likert scale from 1 to 5, where 1 represents "Strongly Disagree" and 5 represents "Strongly Agree." Additionally, a mix of qualitative and quantitative questions is included to gather both numerical data and detailed feedback.

**User Experience Evaluation**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **No.** | **Questions** | **1 (SD)** | **2 (D)** | **3 (N)** | **4 (A)** | **5 (SA)** | **Comments/Feedback** |
| 1 | The interface was intuitive and easy to navigate. |  | / |  |  |  | No bottom bar and only back button, if you want to navigate to other section, need to go back to home first. |
| 2 | The affordances in the prototype were clear and easily understood. |  |  | / |  |  | Camera control panel is not self-explanatory |
| 3 | The consistency in design elements throughout the prototype was maintained. |  | / |  |  |  | Things are not aligned and font size is not consistent |
| 4 | The feedback mechanisms (e.g., visual cues) for user actions were effective. |  |  | / |  |  |  |
| 5 | The prototype's simplicity enhanced the overall user experience. |  | / |  |  |  | For target audience is too complicated |
| 6 | The navigation system made it easy to move between different sections/features. |  | / |  |  |  | No bottom bar |
| 7 | The prototype provided a positive overall user experience. |  |  | / |  |  | Good ideas and got potential to improve in the future. |
| 8 | On a scale from 1 to 5, how likely are you to recommend this app to someone elderly who lives in smart house |  | / |  |  |  | I don’t think suitable for elderly but some features are good |
| 9 | There are some features which is found to be confusing or frustrating |  |  | / |  |  |  |
| 10 | How would you rate the visual appeal of the prototype? |  | / |  |  |  | Home page is nice |

*Note: SD - Strongly Disagree, D - Disagree, N - Neutral, A - Agree, SA - Strongly Agree.*

Participants are encouraged to provide comments or additional feedback in the "Comments/Feedback" column for qualitative insights. This questionnaire aims to capture both quantitative data through Likert scale responses and qualitative data through open-ended feedback.