SENG 310 Assignment 6:
Heuristic Evaluation

This assignment should be completed individually.

Conduct a heuristic evaluation of another group's software prototype. The software prototype that you will be evaluating will be placed in the DropBox link on the course conneX site. Relevant notes on Heuristic Evaluations can be found in the lecture slides on conneX and will be covered in lab.

The heuristic evaluations are to be conducted individually. Use Nielsen's 10 usability heuristics (Table 26.1 on pp. 526-527 in your textbook or in the lecture slides). Submit a report on your evaluation, a sample template is provided.

What to hand in?
- Upload your final report to conneX as a single PDF file (for marking).
- Do not put your name and student ID on the report as this will be passed on to the other group as feedback.
- Clearly identify which group/project your report is evaluating.

General comments about the assignment:
- A strong emphasis will be put on your ability to present your ideas clearly.
- Poorly written reports will be penalized.
- If you find too few usability problems, you probably haven't looked hard enough.
- Use at least 10 point font and reasonable margins.