Evaluation criteria

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No.	Requirement	Strategies	Effectiveness & Efficiency
EC01	(FR01) User can add their own questions.	User is to test if they are able to add questions to be stored and used at a later time. Interview client and ask about their experience with adding questions to the study application. Observe the client adding questions to the program and note any complications they come across. Measure time taken for user to add a question.	Effectiveness: - Can a question be added without any difficulties? - Is the process intuitive and does not require extra time to learn the process of adding a question? Efficiency: - Can a question be added in less than 3 minutes?
EC02	(FR02) Multiple question formats (multiple choice, short answer)	User is to attempt creating questions with all of the formats available within the program. Observe the user creating the questions and note any errors they come across.	Effectiveness: - Can questions of all formats be added without any errors? Efficiency: - Can the type of question be changed in less than 30 seconds?
EC03	(FR03) Adding tags to the questions	User is to attempt to add various tags to the questions they add to the program. Observe the user adding tags and make note of any difficulties they come across, whilst measuring the time it takes to complete the tasks.	Effectiveness: - Can the user add any tag they wish? - Can the user add any tag to any question? Efficiency: - Can the user make a tag in less than 2 minutes? - Can the user attach a tag to a question in less than a minute?
EC04	(FR04) Being able to sort the questions by tags	User is to test sorting the questions by the tags they have added to the application. Observe the sorting process and note if it is properly sorted.	Effectiveness: - Are the questions correctly sorted by the tags? Efficiency: - Are the tags sorted in less than a minute? - Does the program respond to the tag changes in a timely manner?
EC05	(FR05) A 'score' system to see which questions were struggled with the most	The user is to test the function by getting questions wrong during the study session and select it in the main screen. Note if the score displayed is correct.	Effectiveness: - Does the application correctly keep track of the score on each question? Efficiency: - Does the program make note of the score changes within a short amount of time?
EC06	(FR06) Buttons for saving and exporting	The user is to attempt saving a question to the program. Observe if there are any errors. The user is to test the export feature. Interview them to determine if they are satisfied with its result.	Effectiveness: - Does the program save the question and retain it for future use? - Does the program export the questions in the correct format? Efficiency: - Can the program save and export questions in less than a minute?
EC07	(FR07) Customisation options for the feature of opening up on boot	Observe the user changing the boot up settings to their liking. If possible, test if the change in setting made any changes.	Effectiveness: - Does changing the settings make an effect in when the

| | | | program boots up?

Efficiency:
- Do the changes take effect within a timely fashion? |
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| EC08 | (FR08) A PIN as a security measure, the user can set up one and it will be used to gain access to the program on boot | User will set up their PIN and attempt to log into the program by inputting the PIN they saved. Note if the program accepts the PIN the user set up earlier. | Effectiveness:
- Does the program accept the PIN the user set up beforehand?
- Does inputting the correct PIN gain access to the rest of the program?

Efficiency:
- Can the PIN be set up within 5 minutes?
- Can logging in be done in a timely manner? |
| EC09 | (NR01) Easy to use | Observe the user going through general use of the program. Note if they have any difficulties with using the program.

Interview the user and ask about how easy it was to use the program. | Effectiveness:
- Can the program be used without further explanation?

Efficiency:
- Can the user intuitively use the program within 30 minutes of first using it? |
| EC10 | (NR02) Efficient; the program works fast | Measure the time it takes for the user to use each functionality of the program.

Interview the user and ask if they thought the program worked fast enough. | Effectiveness:
- Do all of the features work in the program without slow down?

Efficiency:
- Can *all* of the functionalities of the program be completed within 10 minutes? |
| EC11 | (NR03) Robustness | Observe the user going through general use of the program. Note of any errors they encounter. | Effectiveness:
- Are there no errors encountered during use of the program?

Efficiency:
- If an error occurs, can the program resume functioning after at least a minute? |
| EC12 | (NR04) Consumes little resources | Attempt to run the program on a low end device. Measure the time taken to complete the functionalities of the program. | Effectiveness:
- Does the program work in its entirety on a low end device?

Efficiency:
- Can a low end device complete each of the functions in around 5 minutes? |
| EC13 | (NR05) Readable UI | Interview the user as to what they thought of the UI. Ask if they had any troubles interpreting the UI. | Effectiveness:
- Does the UI explain everything sufficiently enough so that further explanation is not required?

Efficiency:
- Can the user understand the program within 15 minutes of first using it? |
| EC14 | (NR06) Attractive UI | Interview the user as to whether they thought the UI was attractive or not. | N/A |