# Evaluation

# Why evaluation?

- · How usable the interaction
- · Good & bad features
- Compare design choices => aid decision.
- · the effects of specific interface on uses
- · Ensure well designed

### Formative

- · Design Meet Needs?
- · Dev. stetches. Profotypes

#### Summertive

- · Evaluate to see what needs improved
- · ~ reached criteria
- Mability Goals: effectiveness efficiency Affected by users; Goals; environment >

test them.

- · Goals of the study
- · Research Questions
- · The plan the study

Consent form. prestudy interview

Answer research Qu.

· Make users interact w tested part

Lab study

· Carryout Task (Maybe Him aloud)

· Observe & Notes what they are doing Time., completed./errors Questionnare

but why are they doing this? Post-study interview =

## think aloud

- · externalize thought process
- · what users are thinking when they do sth.

# benefits:

- what wers are thinking
- · Why do they do 5th
- · What they re looking for
- · overall Mental Model

# participant

Expect to happen. When making choice Meet the expectation?

Confue. Suprise delight frustrated

# Your Job.

Pronut wer. (esp. sikut) Notes did / didnot / Quest Let them have errors what are you looking for ~ you think you weed to do How to do it.

expected? Not find?

Aim of Usability testing

- · usability issues
  - > where do we have prob.
  - 7 Why it's not working
- · Not Needing Lots of People
- > Give reports suggesting improvements

Tasks: cognitively demanding

Tasks: cognitively demanding

"Analyze information:

Tasks when people are talking

"solution:

1. Hink ofter video Recording

2. Observation with occasional Qu.

Oursetions after

Expert Analysis.

· Cognitive walk through.

Step through sequence.

Each step

- · effect us goal.
- > uses see action available
- > users know the action is the one they need?
- 7 understand the feed back of an action
- · Heuristiz Evaluation Gurde design

— Critique design

Neilson's 10 Heuristic ~

~ 5 experts

- · independent evaluate, 2 passes
- . 1 pass. overall / feeling of product
- · 2 pass four on tasks / features
- · Carryout independent list of usability problems

=> Sit clown. , Merge. Rank. prioritise.

Severety Rading

pros: cheap easy

Quick Authoround

cons: find experts
experts biased

Miss Some points

- Moder based KLM GoMS ...
   POMPD ?
- · Using previous Study Resouts.
  - · Diff prev. study and our product