# Evaluation Plan – Skeuomorphic UI for voting system

## Scope

* Specify how much of the product you will cover

1.User: User registration, user login, user voting, user viewing voting topics.

2. Administrator: Administrator registration, administrator login, administrators add voting topics, administrators delete voting topics, administrators edit voting topics, administrators postpone the deadline for voting.

## Purpose

* Identify the concerns, questions, and goals for this evaluation. In each round, you will probably have several general and several specific concerns to focus on. Your concerns should drive the scenarios you choose for the evaluation

1. Test if users can perform all of these tasks on both interfaces
2. See if users prefer one interface to the other
3. Measure how usable each system is
4. Find out which parts of each interface the users like or dislike

## Schedule & Location

In users’ private spaces or public spaces (e.g. office) when the user’s time is allowed

## Sessions

* You will want to describe the sessions, the length of the sessions (typically one hour to 90 minutes\*).

1. Sessions will take 30 minutes to 1 hour
2. Sessions will begin with explanation of the project
3. Users read information sheet and sign consent form
4. Users are randomly assigned 1 interface to test first
5. Users perform all tasks for this interface
6. Users complete SUS form
7. Users perform all task for second interface
8. Users complete SUS form
9. Users perform all task for third interface
10. Users complete SUS form
11. Users perform all task for fourth interface
12. Users complete SUS form
13. Users perform all task for fifth interface
14. Users complete SUS form
15. Users perform all task for sixth interface
16. Users complete SUS form
17. Users perform all task for seventh interface
18. Users complete SUS form
19. Users perform all task for eighth interface
20. Users complete SUS form
21. Users perform all task for ninth interface
22. Users complete SUS form
23. Users perform all task for tenth interface
24. Users complete SUS form
25. Users are interviewed about their experience with the 10 interfaces

## Equipment

* Indicate the type of equipment you will be using. Also indicate if you are planning on recording or audio taping.

Laptop computer with keyboard and mouse

## Participants

* Indicate the number and types of participants you will be recruiting. Describe how these participants were or will be recruited, including documentation provided, such as consent forms.

Recruit at least 20 participants. Ten of the 20 participants were elderly and 10 are young. Five out of ten are good at using computers and five are not good at using computers.All participants received an information sheet and a consent form.

## Scenarios

* Indicate the number and types of tasks included in testing. Typically, for a 60 min. test, you should end up with approximately 10 (+/-2) scenarios for desktop or laptop testing and 8 (+/- 2) scenarios for a mobile/smartphone test.

1. Traditional voting style.
2. Skeumorphic voting system interface

## Subjective metrics

* questions prior and after each task scenario, overall ease, satisfaction and likelihood to use/recommend when the sessions is completed. Usually participants rate the measure on a ***Likert scale***.

1. SUS questionnaire

## Objective metrics

* Indicate the observational data you will be measuring in your test (e.g., successful completion rates, error rates, time on task).

1. Security

2. Time taken

3. Number of errors

## Roles

* who does what. The usability specialist should be the facilitator of the sessions. Note-takers.

1.facilitator demonstrates

2.Single person controls the computer

3.Single person takes notes

4.Single person recordings