SENG 310 Assignment 4:
Cognitive Walkthrough

This assignment is to be done **individually** (not as a group).

Conduct a cognitive walkthrough of your group's paper prototype from Assignment 3.

- Use your task scenarios as the basis for your cognitive walkthrough.
- Create a set of steps through the task to be used for your walkthrough. You may work with your group to establish the steps, as they should be the same for a given scenario.
- Individually, perform a cognitive walkthrough of your prototype, complete with success/failure reports with respect to the *four questions* outlined in lecture.
    a. Note: for any failures or 'NO' answers to the questions you should provide an explanation of what failed.
- Summarize your findings: document usability problems and suggest alternatives to correct those usability problems.

NOTE: As always, be sure to explain/justify your analysis and suggestions in terms of adherence to HCI principles and using correct terminology.

What to hand in?
- Your report, as a PDF (via conneX) including:
    o task scenarios with updates if any made
    o three sets of steps to walk through each task scenario
    o success/failure reports
    o summary of your findings + suggested solutions

General comments about the assignment:
- A strong emphasis will be put on your ability to present your ideas clearly.
- There is no page limit, but marks will be deducted if it is unstructured, rambles on, or is difficult to follow.
- Poorly written assignments will be penalized.
- Use at least 10 point font and reasonable margins.

Some helpful resources/links:
This is a mix of examples that may help if you are unsure how to structure your cognitive walkthrough. I am not requiring any specific format, only that you use the four questions we went over in lecture.

http://www.userfocus.co.uk/articles/cogwalk.html
http://www.sigchi.org/chi95/proceedings/tutors/jr_bdy.htm
http://web.engr.oregonstate.edu/~burnett/CS589HCI/CognitiveWalkBareBones.html

This is a fairly in-depth example of Wharton's method from UC Irvine:
http://www.ics.uci.edu/~redmiles/ics104-WQ06/Chapter_4/CognitiveWalkthroughRev2006.pdf

This is a sample template in table format. This might be another way to structure the data as you perform your walkthrough. Obviously this template would have to be edited to work with the four questions outlined in lecture and your own scenarios. Again, just another option….

Cognitive Walkthrough Template

Task #	Description	Actions required	Interface Response to Actions	Comments
1	Start the system.			
2	Choose a track from the Menu.			
3	Cue the chosen track on Deck A.			
4	Play the cued track on Deck A.			
5	Raise the volume of the track on Deck A.			
6	Choose another track from			