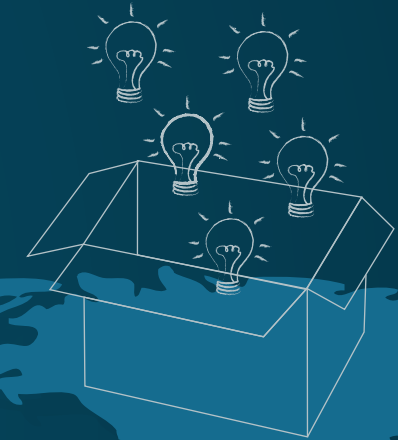


Heuristic Evaluations



Scott Klemmer

Sit near your
studio leader

Quiz 3

- 7 mins for quiz
- Don't start quiz until instructed to

A3 Examples

POV Examples

- Point of view: “extensive course-related logistics are unavoidable, but feeling disorganized, unmotivated, and unproductive aren’t.” → with a proper interface, (1) no one should feel disoriented in class (2) people should be able to reflect on and improve their working habits.
 - How it relates to Quantify: we hope to help users stay motivated and organized by providing relevant statistics and feedback based on their self-tracked data (such as task completions)

Point of View:

It’s difficult to remain focused while working, especially if the material is dull or there’s an overwhelmingly large task that needs to be finished. Our solution’s goal is to help people manage distractions and get work done by breaking down large tasks and providing a brief, healthy outlet to relieve boredom.

their stories. Our point of view is that sharing stories is a fun thing to do, but often time people do not know how to make their expressions more empathetic to others and there needs to be a tool that can help them express their feeling more accurately and more easily.

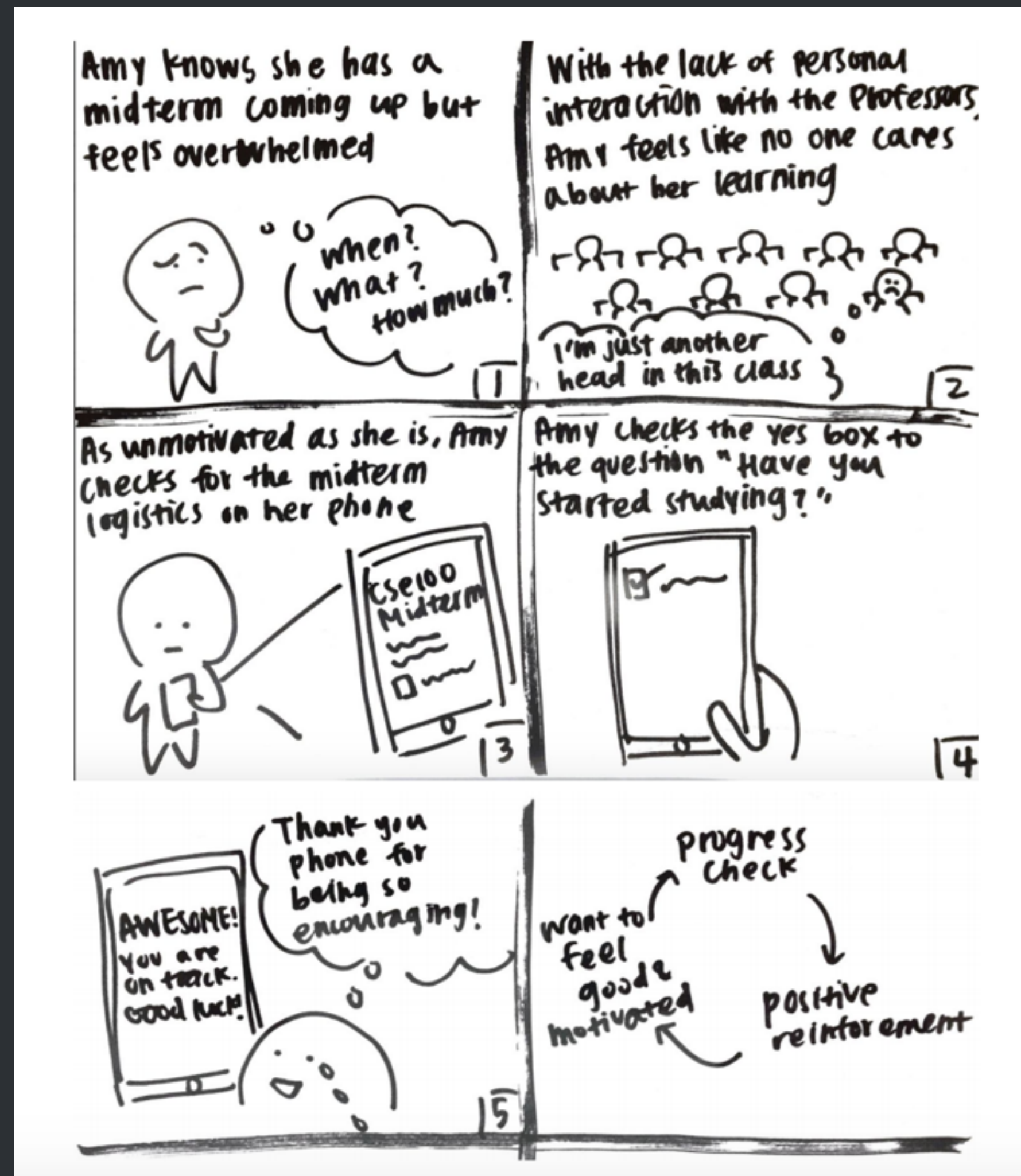
resolve). **They are stymied by the broad scope and deep investment of a full-effort project. With the right initial commitment, people will be able to take a project from inception to deployment.** If we can set people up on a proper springboard for starting their assignment, we will be helping users to pass the crucial starting hurdles that can make or break a resolution to complete a project.

Andrew Jabasa, Mark Hwang, & Kanudarp Khandwala

3. **“Keyless” car entry/start:** Sometimes the best interface is no interface, or one that is not easily noticeable: Having an app to unlock your car may seem like a quick and helpful alternative to having to bring your car key around with you all the time, but actually is quite clunky, as you may have to navigate through a bunch of different screens every time you get inside your car. The solution modern cars have used is to simply have a “key” in your pocket, and a button for the ignition switch that allows you to turn on the car and press it if the “key” is in the car. We want our app to be as unobtrusive as possible.



Rachel Chen, Janarthan Nadendla, & Sabryna Chang



Vincent Huang, Alexie Sousa, & Jordan Yoshihara



Announcements

- If you're having group problems, let your TA know privately THIS WEEK
- Mid-quarter evaluations
- Design Tips:
 - Need finding never ends
 - All design is redesign

10 Heuristic Examples

Class HE

Walkthrough

HEs of Websites

- Google Form: <http://goo.gl/forms/yVoXJllsh6>
- Go to each website instructed in the Google Form and conduct HEs based on the question asked

A4 HE Time

A4 Heuristic Evaluation Steps

- **Step 1:** (Team) Practice walkthroughs of your prototype
- **Step 2:** (Team) Receive 3 HEs from your assigned evaluators
- **Step 3:** (Individual) Evaluate another group's prototypes
- **Step 4:** (Individual) Meet with the other evaluators of your evaluation group to make a joint usability statement

A4 Heuristic Evaluations

- Use this time to either evaluate your assigned group's prototypes or meet with your other evaluators