Team Worksheet 4 – CS545

(only one copy of worksheet(s) per team please!
Note you can use additional sheets for the assignment)

Name of Project: Atilla's Atlas

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This worksheet is about user testing. After your initial prototype is finished you should complete a Heuristic evaluation using one of the checklists I provided in class (for example Norman's). Next you should test the system having sessions with 5-10 users individually. The test should require the user to do several tasks. Depending on the E you selected you should record data. For example, if your E is efficiency then time to complete the task may be one objective measure. After they complete the test, provide a survey to get user feedback on design items of interest, e.g., color scheme, flow, difficulty, general suggestions. The questions for this worksheet are:

1) What Heuristic Evaluation list are you using?

   We are using Norman's Heuristic Evaluation list, which is based on Don Norman's design principles, for our user testing. This list consists of six criteria that focus on evaluating the usability and overall user experience of a product or interface. These criteria are:

   Visibility of system status: Ensuring that users are informed about the current state of the system or app through appropriate feedback within reasonable time.

   Match between system and the real world: Ensuring that the app uses language and concepts familiar to the user and follows real-world conventions, making it easier for users to understand and navigate the system.

   User control and freedom: Providing users with the option to easily undo or redo actions, allowing them to recover from mistakes and maintain a sense of control while using the app.

Consistency and standards: Adhering to platform conventions and maintaining consistency in the design elements, such as buttons, labels, and navigation, so that users do not have to relearn how to interact with the app.

Error prevention: Designing the app to minimize the chances of user errors by employing elements such as confirmation dialogs, clear instructions, and intuitive design.

Recognition rather than recall: Ensuring that users can easily identify and recognize objects, actions, and options in the app, minimizing the need for them to remember information from one part of the app to another.

By using Norman's Heuristic Evaluation list, we can thoroughly assess our campus map app's usability and user experience, identify areas that need improvement, and ensure that the app is user-friendly and effective in achieving its goals.

2) What are the tasks you will ask each user to do on each iteration?

a. Navigate to a specific building on campus.
b. Search for a facility or building by name or category.
c. Find and use routing feature to create route.
d. Access and view created routes on map.
e. Submit feedback or report an issue.

3) What is the objective measure you are using to determine whether the E you selected is improving? (please also provide the E)

The E we selected is the overall user experience of navigation and wayfinding on campus. The objective measure we are using is the time taken for users to complete their routes, their level of satisfaction with the app's functionality, and the number of errors or misdirection encountered.

4) How many iterations are you planning?

We are planning to have at least 2 iterations for our user testing, allowing us to make improvements based on user feedback and re-evaluate the app's performance.

5) Will you use a survey at the end of each user testing session?

Yes, we will use a survey at the end of each user testing session to gather feedback on design items of interest, such as color scheme, flow, difficulty, and general suggestions.

This feedback will help us improve the app's design and overall user experience in subsequent iterations.