

# React 2 $\beta$

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**Due** Oct 30 by 11:59pm      **Points** 3      **Submitting** a file upload      **File Types** pdf  
**Available** Oct 19 at 6pm - Nov 4 at 11:59pm 16 days

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This assignment was locked Nov 4 at 11:59pm.

## Improving Usability Using Heuristic Evaluation (3 bonus points, Optional)

In this assignment, you will put the ten usability heuristics we will learn in the "Heuristic Evaluation" lecture on October 7 into practice toward improving the usability of your React 2  $\alpha$  deliverable. Specifically, you will focus on specific components of your design, identify potential violations of the heuristics, make design recommendations to address these violations, and implement recommendations that are feasible to create a new deliverable. Use this opportunity to make concrete design decisions about your project, to improve your design using the heuristics, and to build a keen eye for identifying usability issues as a UX developer.

1. **Step 1—Identify A Focus.** (0.2 Points) Review your React 2  $\alpha$  deliverable with a critical eye to identify 3–5 “components” that you think are most consequential for user experience.
2. **Step 2—Review the Heuristics.** Review the ten usability heuristics we discussed in class from the slides, what principle each heuristic represents, and examples of the violations of the heuristics.
3. **Step 3—Identify Potential Violations.** (1.0 Points) Focusing on your components, inspect your design, considering each usability heuristic, for any violations of the heuristics.
4. **Step 4—Develop Design Recommendations.** (0.4 Points) For each violation you identified in the previous step, provide a design recommendation for addressing it, assessing its feasibility.
5. **Step 5—Implement Your Recommendations.** (1.4 Points) Implement the design recommendations that you identified as “feasible” in the previous step in your prototype, updating your design.

## Submission Details

React 2  $\beta$  will build on your implementation of React 2  $\alpha$ . You should copy your code from your React 2  $\alpha$  project to the React 2  $\beta$  repository below, as that will be your starter code. **When you commit and push, ensure that you are committing and pushing to the react2-beta repository, not react2-alpha.**

To complete the assignment, use the handout/template linked below and follow the steps provided. You can download template in a format you can work with (DOCX, ODT, RTF) and when you complete, **save it as PDF to upload to Canvas**. In addition, you will **submit your repository name and latest commit hash** from GitHub Classroom.

Handout (<https://docs.google.com/document/d/1IFQqPvTlgXKRNT1cW7iicL-RhWmWMUXJ7H1OdDIdqj0/edit?usp=sharing>)

React 2  $\beta$  Repository (<https://classroom.github.com/a/91-mbV0I>)

## React 2 $\beta$

Criteria	Ratings			Pts
S1: Identify a Focus	<b>0.2 pts</b> <b>Full Marks</b> 3 to 5 components are identified that are consequential to the user experience and are fit for heuristic evaluation. A screenshot and justification are provided for each identified component.	<b>0.1 pts</b> <b>Partial Marks</b> Less than 3 appropriate components are identified, and/or the submission is missing screenshots and/or justifications for each identified component.	<b>0 pts</b> <b>No Marks</b> No components are identified, or their usage is not justified by screenshots or brief sentences.	0.2 pts
S3: Identify Potential Violations	<b>1 pts</b> <b>Full Marks</b> Violations are identified and both given in the table and labeled on the screenshots. The student has carefully evaluated each component on each heuristic and has given an appropriate severity.	<b>1 to &gt;0.0 pts</b> <b>Partial Marks</b> The student has identified some violations in the table and labeled them on the screenshots. The student may have forgotten to include the severity or did not carefully evaluate each component on each heuristic.	<b>0 pts</b> <b>No Marks</b> Little work has gone into the heuristic evaluation; few to no violations are identified.	1 pts

Criteria	Ratings			Pts
S4: Develop Design Recommendations	<b>0.4 pts Full Marks</b> Each violation from Step 3 has a corresponding recommendation to fix. The student has thoughtfully considered what could be done to fulfill the heuristic, even if it may or may not be feasible. The table is clearly ordered by the severity of the violation.	<b>0.4 to &gt;0.0 pts Partial Marks</b> Some violations from Step 3 have a corresponding recommendation to fulfill the heuristic. The table may not be ordered by the severity of the violation.	<b>0 pts No Marks</b> Little thought has gone into the recommendations for fixes to fulfill the heuristics.	0.4 pts
S5: Implement Your Recommendations	<b>1.4 pts Full Marks</b> The student has implemented three of their feasible design fixes. Furthermore, the student has provided a thoughtful response for the outcomes of their heuristic evaluation.	<b>1.4 to &gt;0.0 pts Partial Marks</b> The student has implemented less than three of their feasible design fixes, or the student has not provided a thoughtful response for the outcomes of their heuristic evaluation.	<b>0 pts No Marks</b> The student has not implemented their feasible design changes nor have they provided a thoughtful response for the outcomes of their heuristic evaluation.	1.4 pts
Total Points: 3				