HEURISTICS EVALUATION

The experts should take into account the following heuristics while analyzing the design:

- Match between system and the real world
- Aesthetic and minimalist design
- Consistency and standards
- User control and freedom
- Visibility of system status
- Error prevention
- Recognition rather than recall
- Flexibility and efficiency of use
- Help users recognize, diagnose, and recover from errors
- Help and documentation

The evaluators will be observed performing the following tasks:

1. As a student, try to upvote a question.
2. As a student, try to ask a question.
3. As a student, try to tell the lecturer if he/she is too slow/fast.
4. As a student, try to leave a room.
5. As a student, try to sort the questions by
6. As a lecturer, try to create a room.
7. As a lecturer, try to export the questions.
8. As a lecturer, try to mark a question as answered.
9. As a TA, try to answer a question.
10. As a TA, try to ban a student from the room.
11. As a TA, try to create a poll.

After performing the tasks, the evaluators are asked to fill out the following questionnaire:

1. From 1 to 10, how clear is the system status?
2. From 1 to 10, how consistent is the design of the application?
3. From 1 to 10, how aesthetic yet simplistic is the design of the application?
4. From 1 to 10, how easy is it to explore the functionalities of the application?
5. From 1 to 10, how easy is it to recognize the functionality of every button?
6. From 1 to 10, how efficient is the application?
7. From 1 to 10, how easy is it to commit errors (ex. clicking the wrong button)?
8. From 1 to 10, how easy is it to recognize and recover from an error (ex. clicking the wrong button)?
9. From 1 to 10, how much help does the user receive to understand all the functionalities?
10. From 1 to 10, how much do you see yourself using this application?
11. Do you have any comments or suggestions that could help us improve the heuristics of our application?