

SENG2260 Human-Computer Interaction

Workshop 4 Week 4

SPS

Today

- Collaborative evaluation
- You will have read:
 - S. P. Smith and S. Todd. “Collaborative evaluation of a haptic-based medical virtual environment”, *4th INTUITION International Conference on Virtual Reality and Virtual Environments*, pg 102-110, October 2007.
<http://shamussmith.myresearchsite.com/papers/SmithToddIntuition07.pdf>



Overview

- Collaborative evaluation is an augmented form of the think aloud protocol
 - treat the evaluation as a shared experience with the evaluator and may ask questions at any time
 - similar to an in-session interview
- Quantifying qualitative data
 - Quantity can be determined by counting all the verbalisations.
 - Quality is attained by judging the value of each verbalisation.

Quality of verbalisations

- *Low quality* problems are judged to be of low importance or impact to the environment or task under analysis
 - more likely to be overcome with more usage and time in the environment
- *High quality* problems are judged to be of high importance to the designers, and something that is not likely to be reduced by prolonged use
 - i.e. something that may shock or startle a user.

In your groups

- In the context of a low fidelity prototype for your project, consider:
 - What would be examples low quality issues
 - What would be examples high quality issues
 - What are some example questions that would be useful for the cooperative evaluation evaluator to use
 - Why would these be useful?
- 15-20 minutes then report back to class.

Next Week

- Workshop 5
- Virtual agents and graphical realism
- Read:
 - J. Sumerfield and S. P. Smith. “Investigating graphical realism in a virtual environment for threat identification”, *10th Asia Pacific Conference on Computer Human Interaction (APCHI 2012)*, Proceedings Vol.2, 473-479, August 2012.
http://shamussmith.myresearchsite.com/papers/Sumerfield_Smith_APCHI12.pdf



“Borderlands 2” (2K Games)



“Last of Us” (Naughty Dog)