Group 1 Phase 6

CSC 310 Human Computer Interaction

Heuristic Evaluation Individual Report

Dated
11/27/2020

Prepared By:

GROUP NAME: Group 1

CONTRIBUTOR(S): Cole Dutil

Evaluation Of:

Name of system being evaluated: CODE :: BLOCKS

Group that created the system being evaluated: Group 5

Feedback & Critical Incidence

<< Record your observations in the table on the following page, based on your observations and notes taken during the evaluation.

Description of columns in the table are as follows:

Prototype Screen/Page:
Which screen of the user interface was being tested at the point of feedback/critical incidence/problem.

Name of Heuristic:
Which of the 9 heuristics is being referenced. Enter the full name of the heuristic. Refer to the heuristic evaluation lecture slides for the 9 design principles.

Reason for negative feedback / breakdown:
Explain the reasons why the interface violates this heuristic. Be sure to be clear about *where* in the screen you are referencing.

Scope:
Describe the scope of the feedback or the problem; include whether the scope of the issue is throughout the product or within a specific screen or screens. If the problems are specific to a page, include the appropriate page numbers.

Severity (H/M/L) :
Your assessment as to whether the implication of the feedback is *low*, *medium*, or *high* severity, and a justification for why you are giving it that rating.

Way(s) to rectify and Tradeoffs (i.e., why the fix might not work):
Suggestion for the modifications that might be made to the user interface to address the issue or issues in this row. You MUST include trade-offs to be credible. If you can't think of some bad trade-off, say so.

Action taken and Justification:
DO NOT FILL IN THIS COLUMN. This will be filled in by the person who created the system being evaluated, to say what he did with respect to the recommendations you make.

#	Prototype Screen	Name of Heuristic	Reason for negative feedback / breakdown	Scope	**Severity** (High/ Medium/ Low) and **Justification** for giving it that rating	**Way(s) to rectify and any Tradeoffs** (i.e., why the fix might not work)	**Action taken and Justification** (***to by filled in later by the person who created the system being evaluated***)
1	See Picture 1	**Simple/Natural Dialog**	**Project type selection is cluttered.** The project type selection window lays out options in a tight grid.	Only the project selection screen.	**Low** This effects only one screen and is not a major flaw. It took me a little longer than I feel it should have to find the correct option.	This would probably be better displayed as a list, be given a search interface to look for something specific, and/or use icons to make different options stand out. Tradeoff: Increased development time and increased asset generation.	
2	See Picture 2	**Consistency**	**Main toolbar options spawn additional toolbars when clicked.** When an option from the main toolbar (i.e. file, edit, view) is selected an entire new toolbar is created beneath it. See picture for an example with three toolbars on screen at once.	All screens of the main window.	**High** This impacts the main toolbar of the main window of the application.	The main toolbar would likely be better if it served drop down lists instead of stacking toolbars beneath each other. This would reduce the amount of screen real estate that is obscured. Tradeoff: I cannot think of a significant reason not to do this.	
3	See Picture 3	**Provide Feedback**	**New project wizard does not show a confirmation summary.** When creating a new project, the wizard prompts the user to finish without confirming their selections. A summary would increase user confidence that they made correct selections without needing to backtrack.	All wizards	**Medium** This applies to only one wizard, but it is an important portion of the application and could result in serious user error.	Present the user with a summary of their choices at the end of this and any wizards in the application. Tradeoff: Increased development time, wizards show the user an additional screen and thus take longer to complete.	

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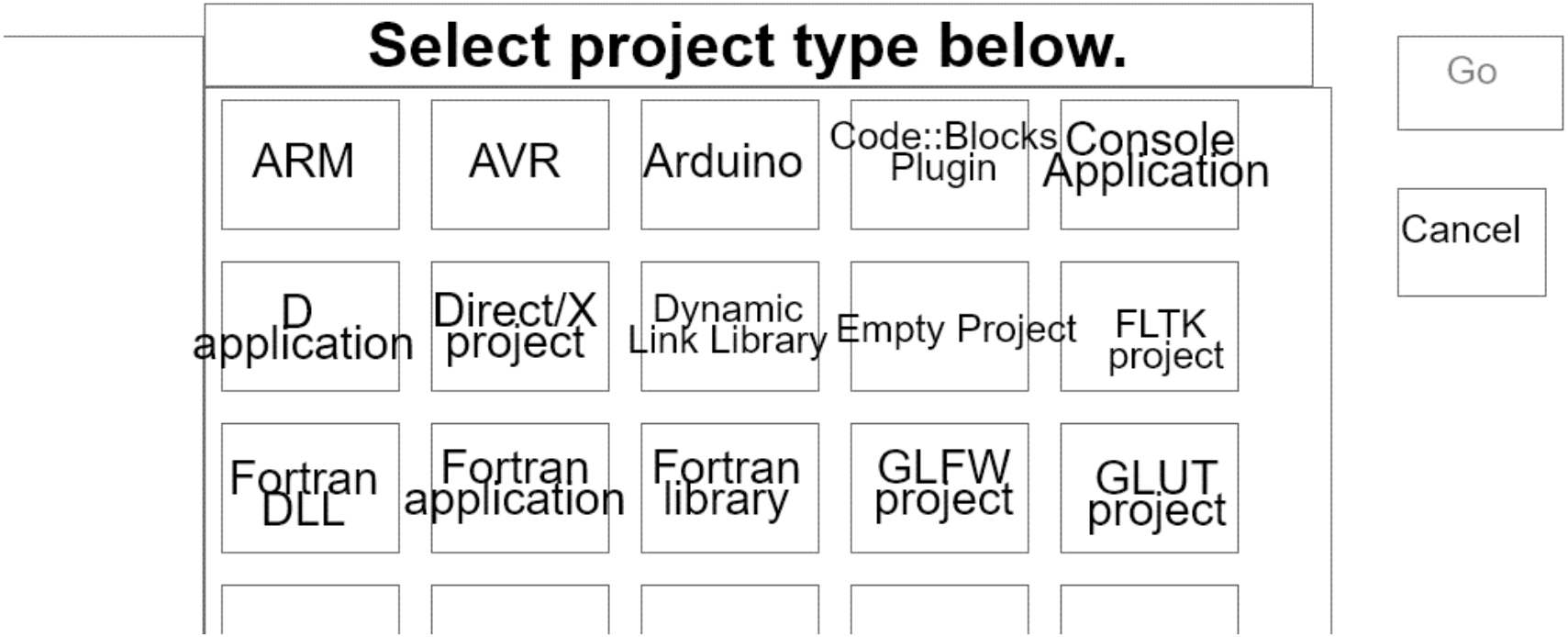
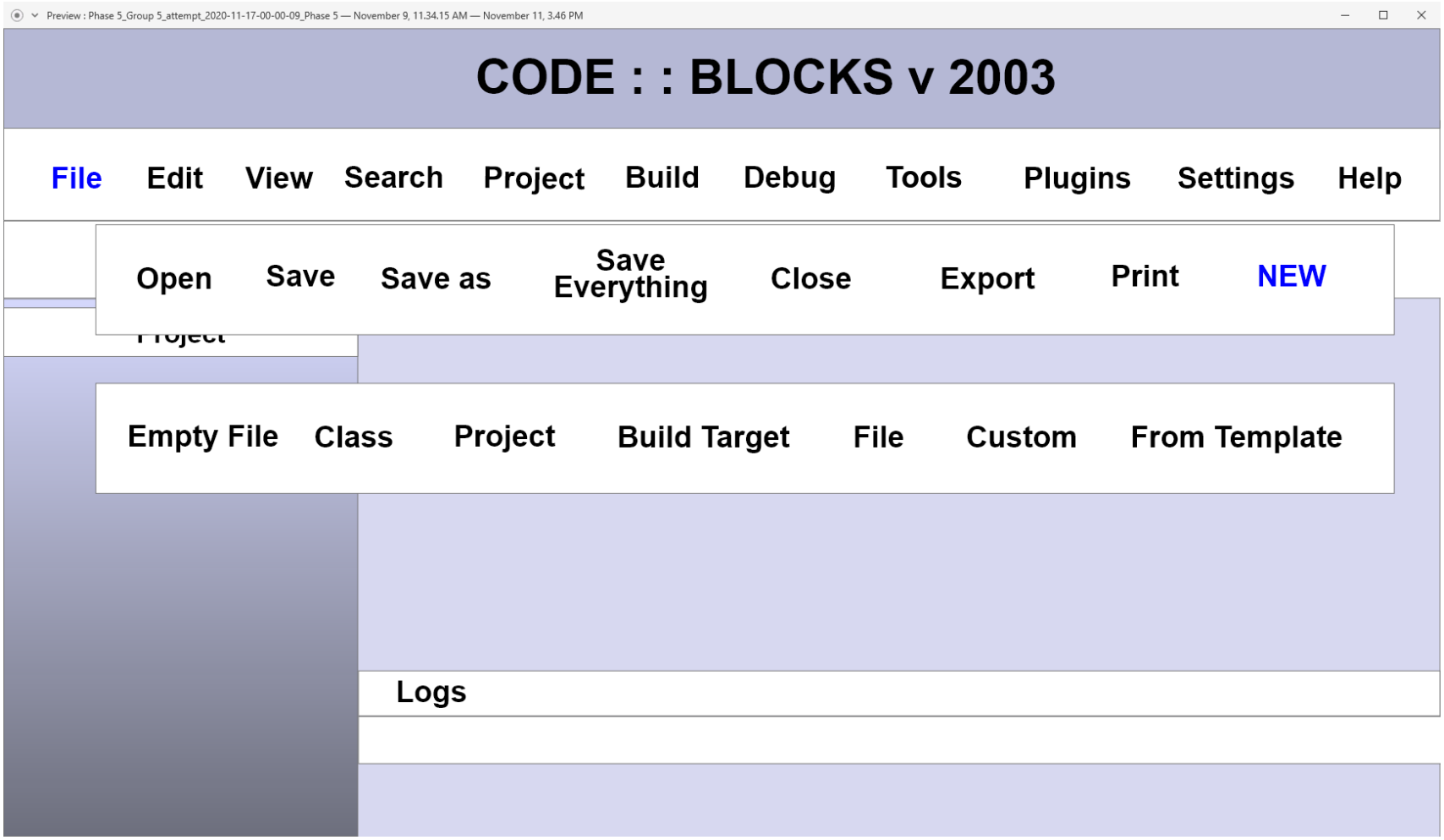
4	See Picture 4	**Consistency**	**New file wizard presents the C/C++ header file option twice.**	Only one screen of the new file wizard.	**Low** I clicked the inactive copy of the option first. It looks bad and can be confusing but does not seriously impact functionality and only impacts one screen of one wizard.	Remove/replace the duplicate option. Tradeoff: I cannot think of a significant reason not to do this.	
5	See Picture 5	**Minimize user's memory load**	**The ribbon profile editor presents a lot of information to the user at once.**	The ribbon profile editor only.	**Medium** The textual explanation of how this feature works is small and difficult to read. It is even more difficult to refer back to specific parts of the instructions.	Break up the instructions so that less information is on screen at once and that relevant information is on screen when needed. Perhaps tooltips could pup up when the user mouses over certain options. Tradeoff: Increased development time. Probably more difficult to implement.	
6	See Picture 6	**Consistency**	**NEW option in toolbar menu is the only option presented in all-caps.**	Sub menu for file option of main toolbar.	**Low** This is visually inconsistent but does not cause any usability issues.	Make the text of this option consistent with the rest of the options. Tradeoff: I cannot think of a significant reason not to do this.	

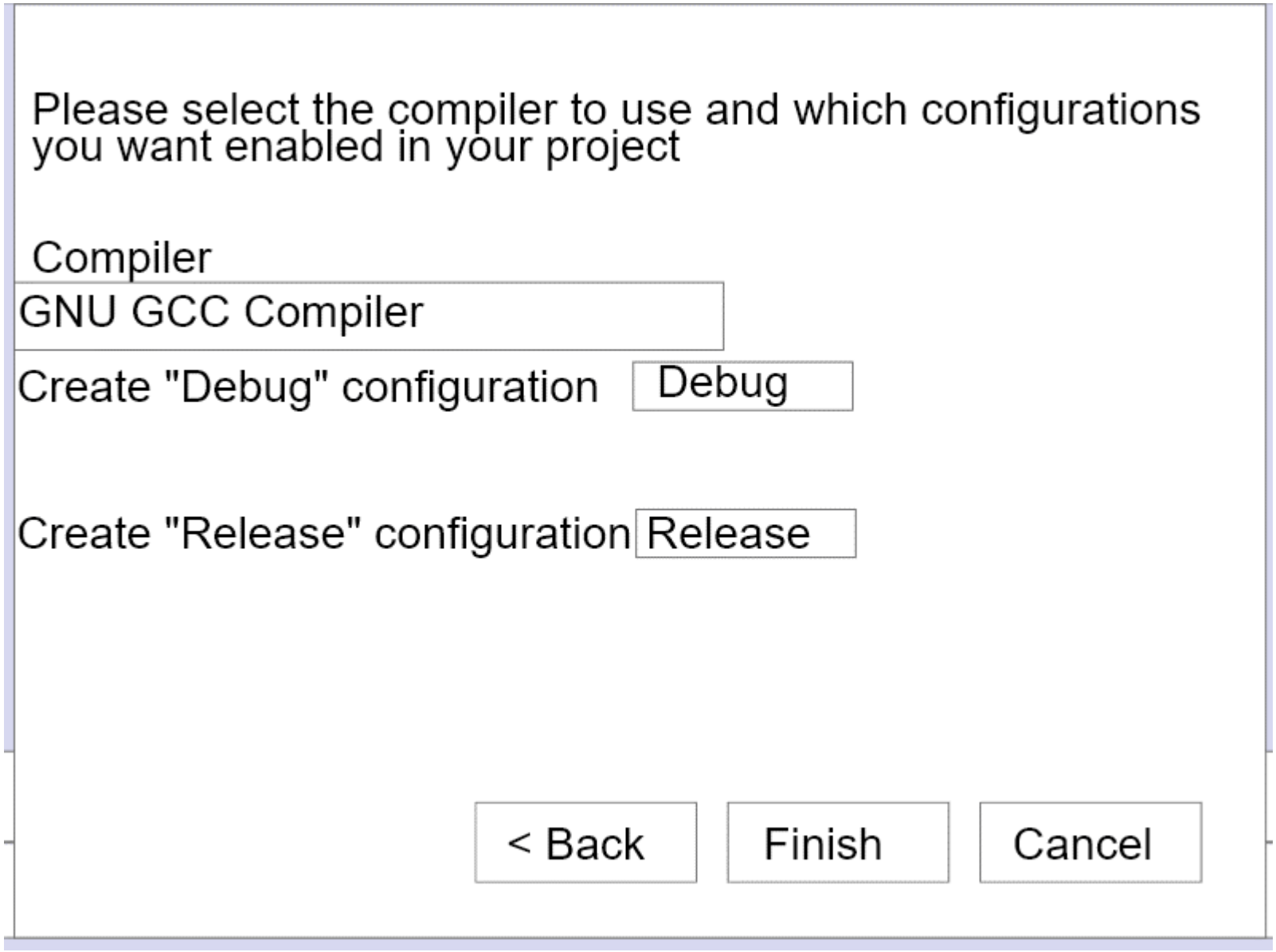
Picture 1:


Select project type below.
ARM
AVR
Arduino
Code::Blocks Plugin
Console Application
D application
Direct/X project
Dynamic Link Library
Empty Project
FLTK project
Fortran DLL
Fortran application
Fortran library
GLFW project
GLUT project
Go
Cancel

Picture 2:


Preview : Phase 5_Group 5_attempt_2020-11-17-00-00-09_Phase 5 — November 9, 11.34.15 AM — November 11, 3.46 PM
CODE : : BLOCKS v 2003
File
Edit
View
Search
Project
Build
Debug
Tools
Plugins
Settings
Help
Open
Save
Save as
Save Everything
Close
Export
Print
NEW
Empty File
Class
Project
Build Target
File
Custom
From Template
Logs

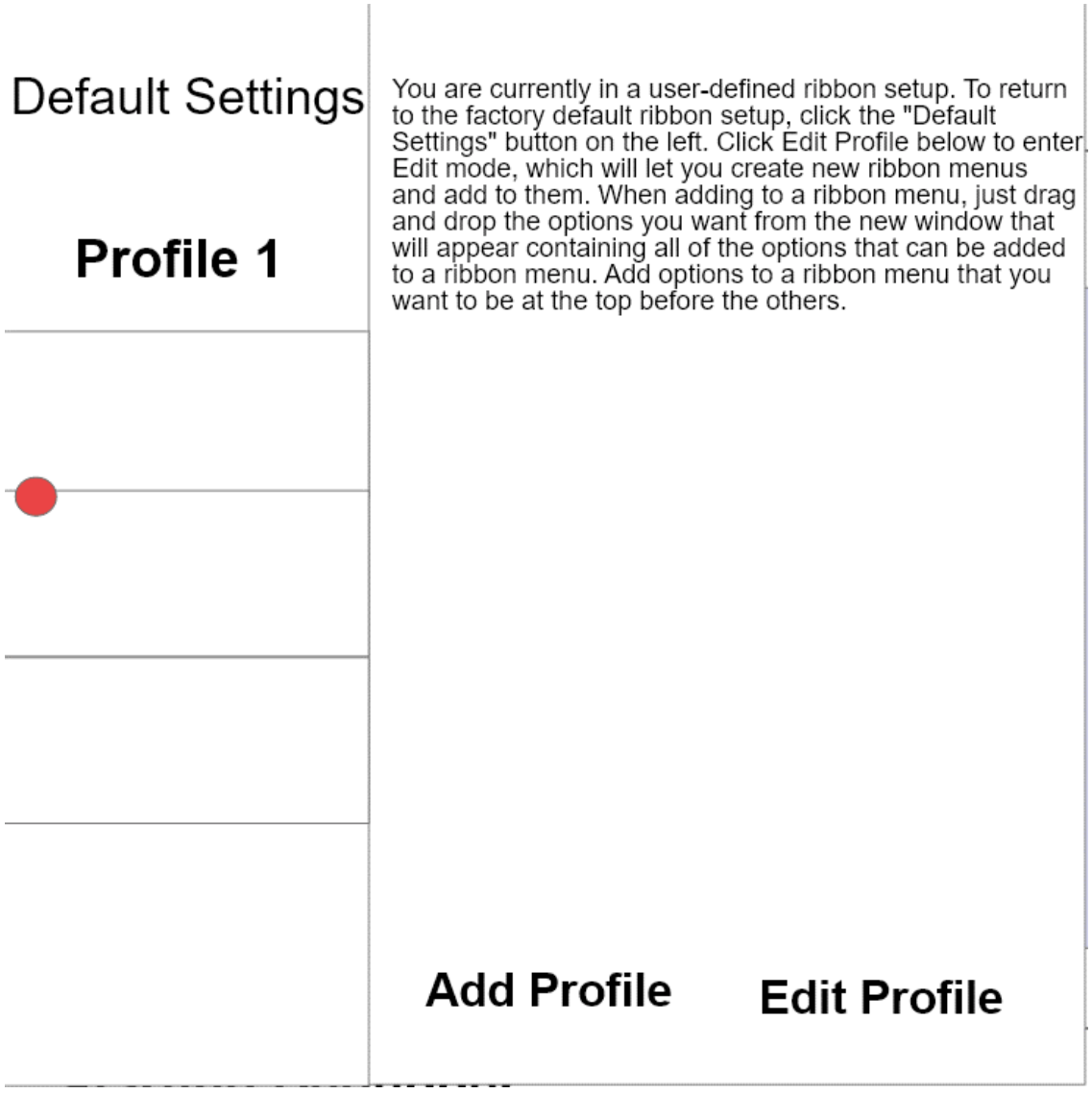
Picture 3:


Please select the compiler to use and which configurations you want enabled in your project
Compiler
GNU GCC Compiler
Create "Debug" configuration
Debug
Create "Release" configuration
Release
< Back
Finish
Cancel

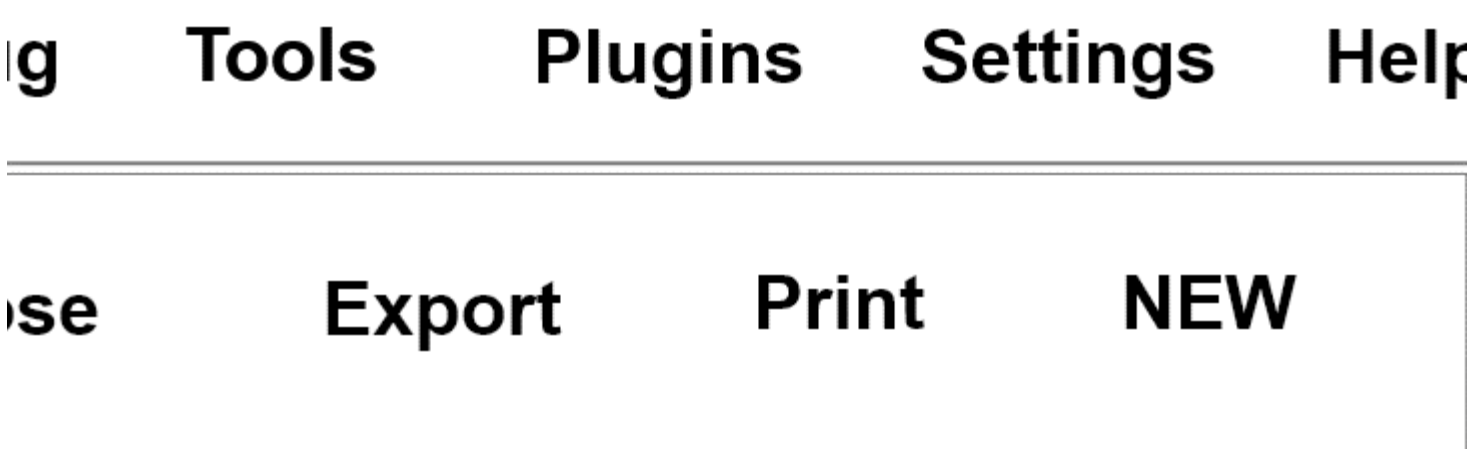
Picture 4:


C/C++ Header
C/C++ Header
Go
D Source
Empty File
Cancel
Fortran File
Java Source

Picture 5:


Default Settings
You are currently in a user-defined ribbon setup. To return to the factory default ribbon setup, click the "Default Settings" button on the left. Click Edit Profile below to enter Edit mode, which will let you create new ribbon menus and add to them. When adding to a ribbon menu, just drag and drop the options you want from the new window that will appear containing all of the options that can be added to a ribbon menu. Add options to a ribbon menu that you want to be at the top before the others.
Profile 1
Add Profile
Edit Profile

Picture 6:



CSC 310 Human Computer Interaction

Heuristic Evaluation Report Individual

Dated
11/22/2020

Prepared By:

GROUP NAME: Group 1

CONTRIBUTOR: Cason Konzer

Evaluation Of:

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Group that created the system being evaluated: Group 5

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1	See Picture 1	Be Consistent, Provide clearly marked exits	This is a "dead" screen. The Read Me provides instructions that are not consistent with the model. There is no way for the user to leave this screen while they are directed here by the instructions.	Error occurs in this screen as well as some others	High. At this point the user has made 3 total clicks and is stuck on a screen. The cancel button does not function nor does any button on the screen.	Implement the cancel button to return to home screen. Implement the Console Application button so the user can complete the given directions.	
2	See Picture 2	Be Consistent, Provide clearly marked exits	Read me directs user to press an edit mode button that is not available. Prototype has an edit profile button that does not work. Exit button is very hard to see.	Various screens do not have clearly marked exits, whole project is quite inconsistent with project directions and read me.	High. User has no way of advancing through the given script at this point.	Implement the edit button, either change the read me or project, mode/profile, so they are consistent. Make the exit button more pronounced.	
3	See Picture 3	Simple and Natural Dialog, Speak the User's Language, Be Consistent	Am unsure what the given script actually is, read me assume user has a background with technical language, wordage does not logically flow with the English language. (Do not think people would talk like this).	Project Wide. The read me is crucial for providing instructions for completion of tasks.	High. Read me is not consistent with the prototype. Read me is hard to follow. Some wordage is not in layman terms and users may get stuck.	Match the read me with the project so that they are consistent. Provide clear script labeling. Speak in layman terms so the prototype can be tested with new users.	

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4	See Picture 4	Provide clearly marked exits	No exit available	Present within multiple project screens	Low. User can continue to navigate without the exit but this is a necessary feature.	Add in an exit	
5	See Picture 5	Be Consistent, Provide clearly marked exits	This suffers similar errors as the only functioning click through is clicking Main.cpp which simply returns the user to the previous screen. The Read Me says to click Toggle Breakpoint, which is not consistent with what the prototype offers.	Inconsistency and lack of implementation is project wide.	High. Again, at this point the user cannot complete directions as the read me indicates. Additionally, there is no clear exit and the user will easily be stuck here.	Implementation of the toggle breakpoint button as the read me states. Provide an exit button.	
6	See Picture 6	Provide Help	While the help button opens up various help options there is no help provided	Project wide	Low. Help can be found in the read me.	Implement help dialog.	

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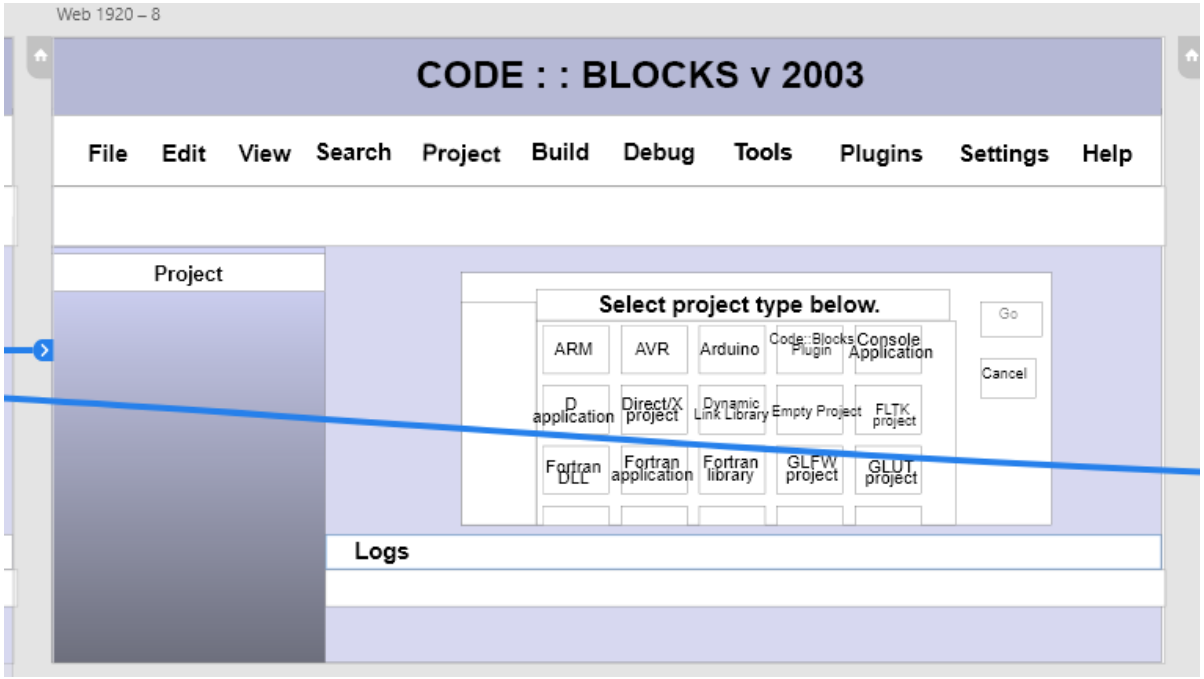
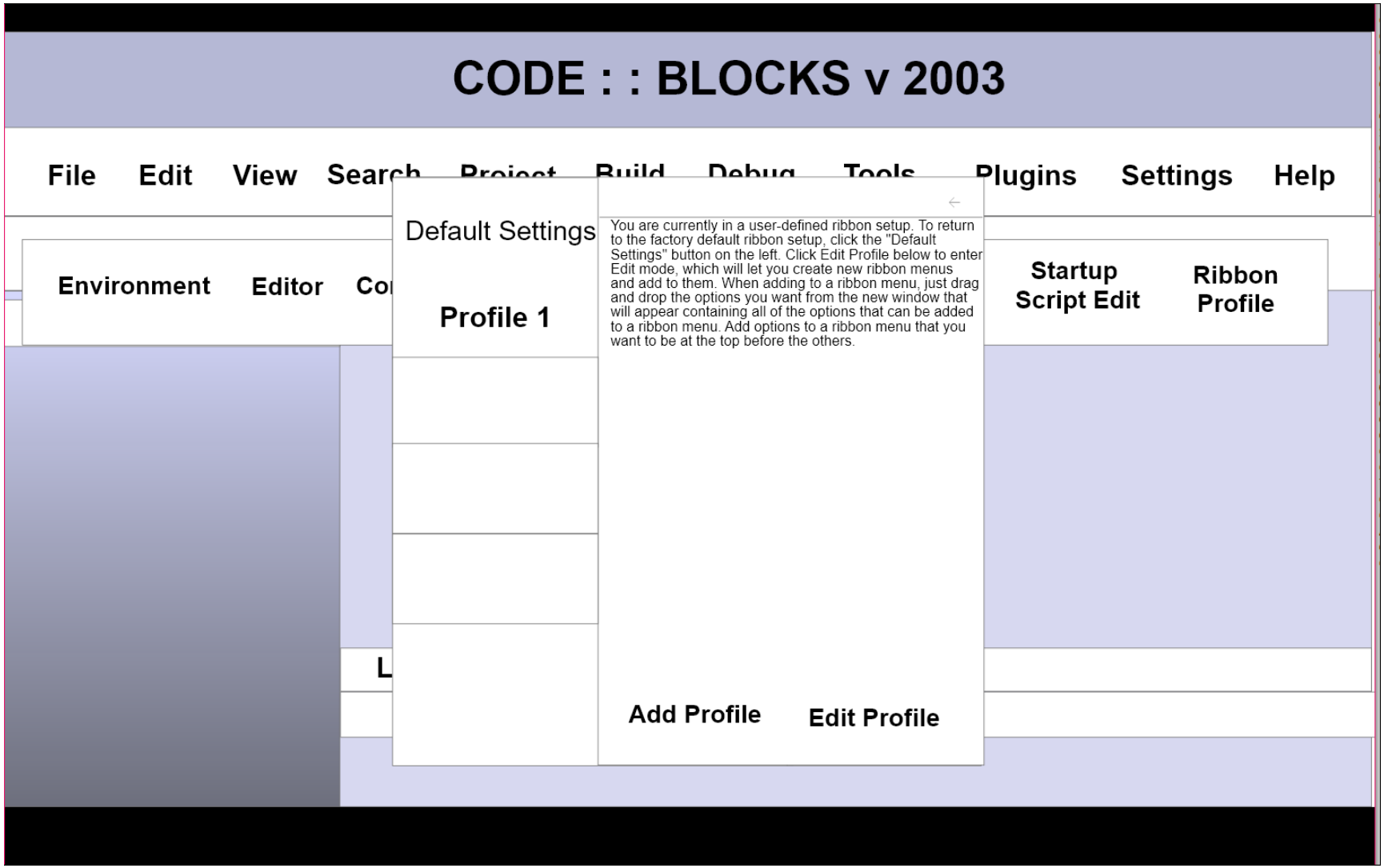
7	Project Wide	Provide Feedback, Be Consistent	No feedback to the users for any unimplemented buttons, buttons are only available on certain screens	Project Wide	Medium. Unimplemented buttons do not provide any feedback for the user and while buttons are available on one screen they may not be on the next.	Provide popups/ screens with a message of the "coming soon…" type. Be consistent and implement buttons on all screens.	

Picture 1:



Picture 2:


CODE : : BLOCKS v 2003
File
Edit
View
Plugins
Settings
Help
Environment
Editor
Startup Script Edit
Ribbon Profile
Default Settings
Profile 1
You are currently in a user-defined ribbon setup. To return to the factory default ribbon setup, click the "Default Settings" button on the left. Click Edit Profile below to enter Edit mode, which will let you create new ribbon menus and add to them. When adding to a ribbon menu, just drag and drop the options you want from the new window that will appear containing all of the options that can be added to a ribbon menu. Add options to a ribbon menu that you want to be at the top before the others.
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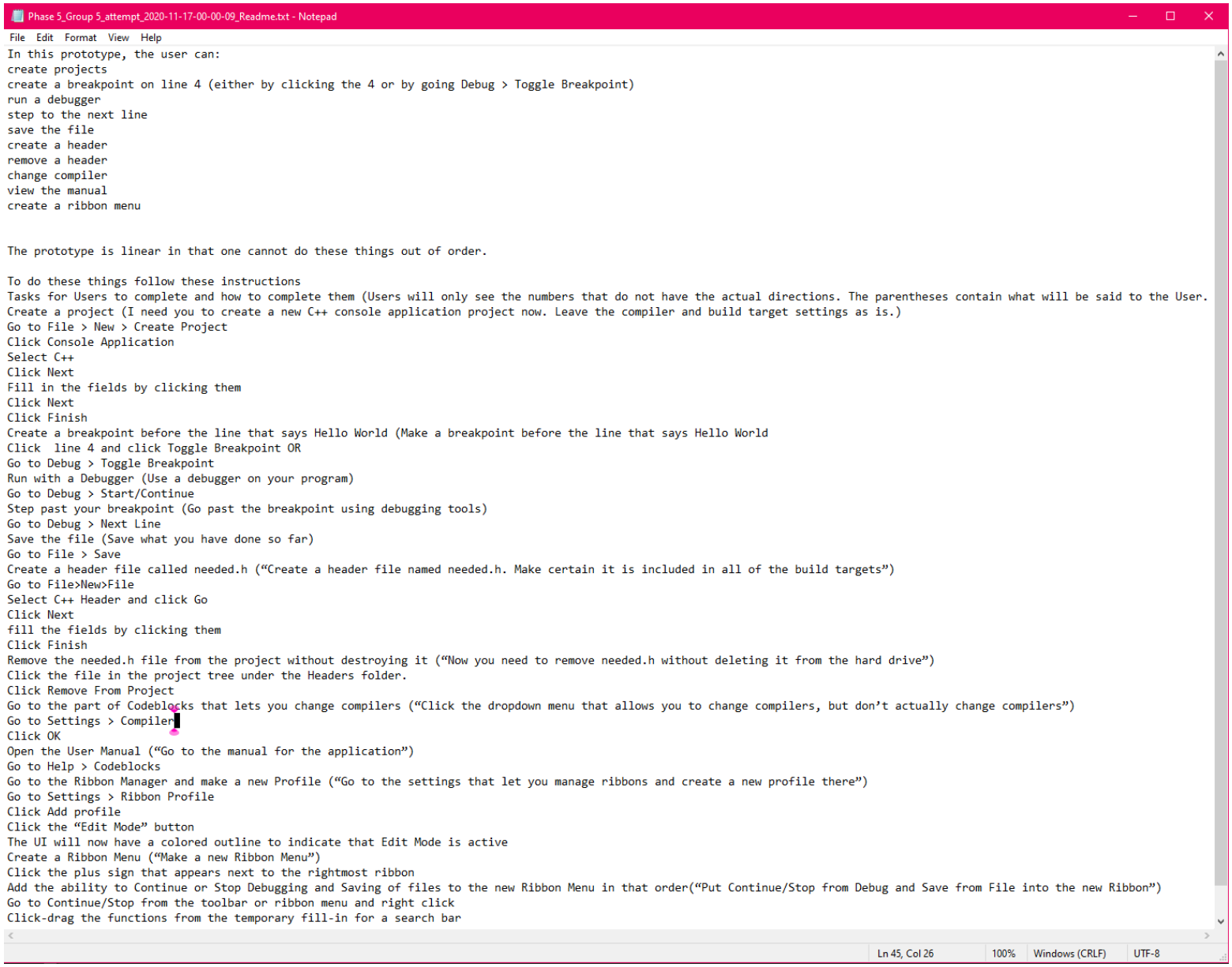
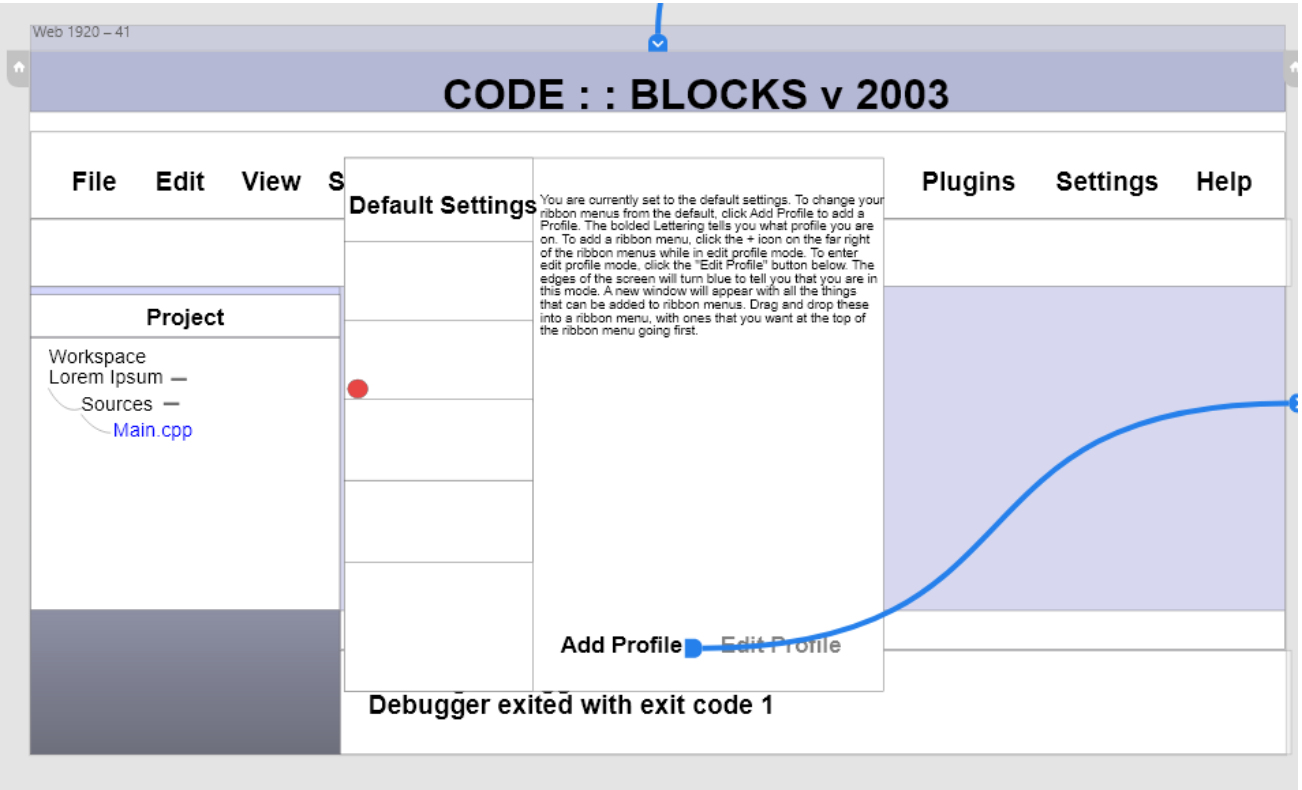

Phase 5_Group 5_attempt_2020-11-17-00-00-09_Readme.txt - Notepad
File Edit Format View Help
In this prototype, the user can:
create projects
create a breakpoint on line 4 (either by clicking the 4 or by going Debug > Toggle Breakpoint)
run a debugger
step to the next line
save the file
create a header
remove a header
change compiler
view the manual
create a ribbon menu
The prototype is linear in that one cannot do these things out of order.
To do these things follow these instructions
Tasks for Users to complete and how to complete them (Users will only see the numbers that do not have the actual directions. The parentheses contain what will be said to the User.
Create a project (I need you to create a new C++ console application project now. Leave the compiler and build target settings as is.)
Go to File > New > Create Project
Click Console Application
Select C++
Click Next
Fill in the fields by clicking them
Click Next
Click Finish
Create a breakpoint before the line that says Hello World (Make a breakpoint before the line that says Hello World
Click line 4 and click Toggle Breakpoint OR
Go to Debug > Toggle Breakpoint
Run with a Debugger (Use a debugger on your program)
Go to Debug > Start/Continue
Step past your breakpoint (Go past the breakpoint using debugging tools)
Go to Debug > Next Line
Save the file (Save what you have done so far)
Go to File > Save
Create a header file called needed.h (“Create a header file named needed.h. Make certain it is included in all of the build targets”)
Go to File>New>File
Select C++ Header and click Go
Click Next
fill the fields by clicking them
Click Finish
Remove the needed.h file from the project without destroying it (“Now you need to remove needed.h without deleting it from the hard drive”)
Click the file in the project tree under the Headers folder.
Click Remove From Project
Go to the part of Codeblocks that lets you change compilers (“Click the dropdown menu that allows you to change compilers, but don’t actually change compilers”)
Go to Settings > Compiler
Click OK
Open the User Manual (“Go to the manual for the application”)
Go to Help > Codeblocks
Go to the Ribbon Manager and make a new Profile (“Go to the settings that let you manage ribbons and create a new profile there”)
Go to Settings > Ribbon Profile
Click Add profile
Click the “Edit Mode” button
The UI will now have a colored outline to indicate that Edit Mode is active
Create a Ribbon Menu (“Make a new Ribbon Menu”)
Click the plus sign that appears next to the rightmost ribbon
Add the ability to Continue or Stop Debugging and Saving of files to the new Ribbon Menu in that order(“Put Continue/Stop from Debug and Save from File into the new Ribbon”)
Go to Continue/Stop from the toolbar or ribbon menu and right click
Click-drag the functions from the temporary fill-in for a search bar
Ln 45, Col 26
100%
Windows (CRLF)
UTF-8

Picture 4:


Web 1920 – 41
CODE : : BLOCKS v 2003
File
Edit
View
S
Plugins
Settings
Help
Default Settings
You are currently set to the default settings. To change your ribbon menus from the default, click Add Profile to add a Profile. The bolded Lettering tells you what profile you are on. To add a ribbon menu, click the + icon on the far right of the ribbon menus while in edit profile mode. To enter edit profile mode, click the "Edit Profile" button below. The edges of the screen will turn blue to tell you that you are in this mode. A new window will appear with all the things that can be added to ribbon menus. Drag and drop these into a ribbon menu, with ones that you want at the top of the ribbon menu going first.
Project
Workspace
Lorem Ipsum
Sources
Main.cpp
Add Profile
Edit Profile
Debugger exited with exit code 1

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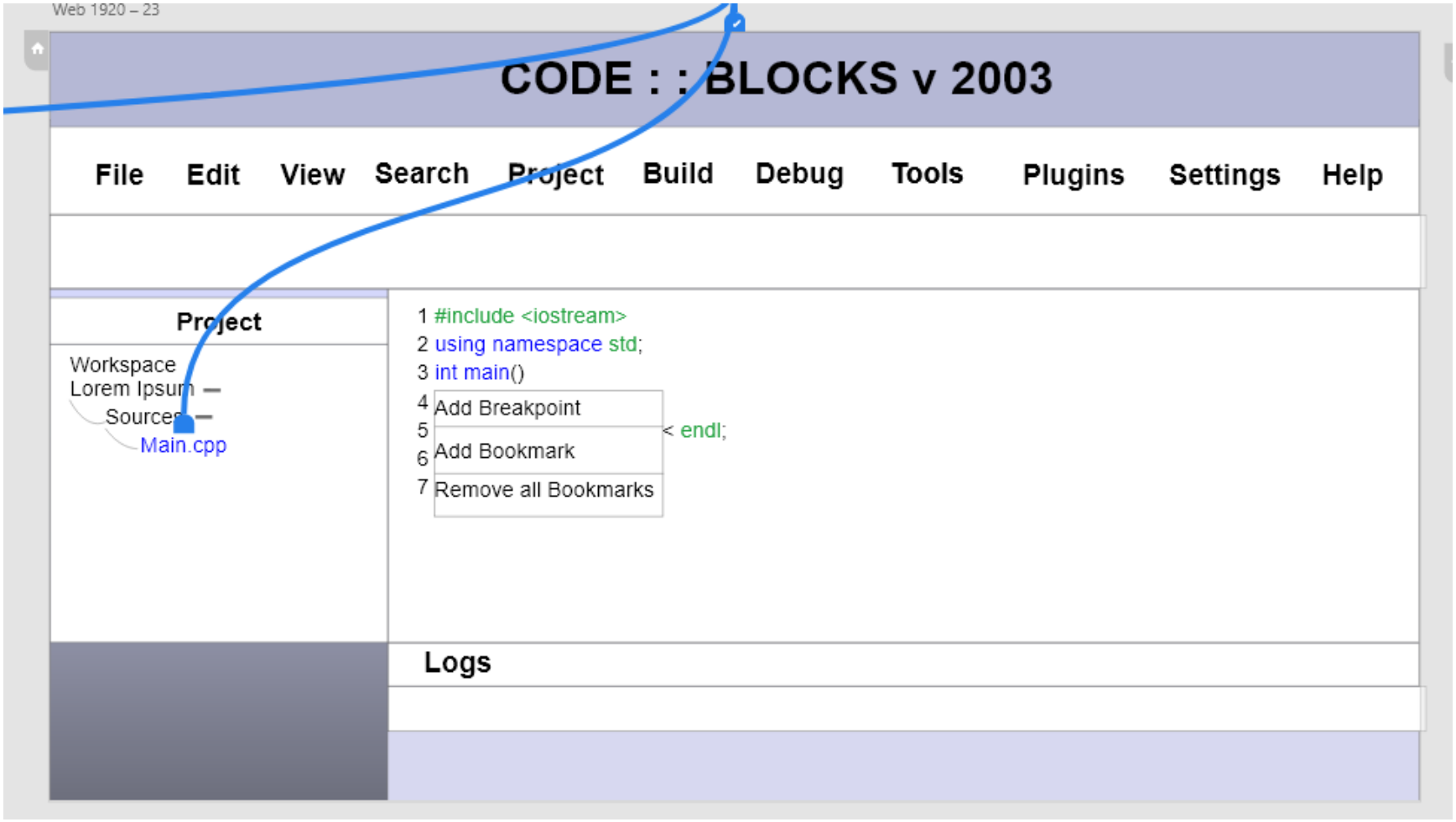
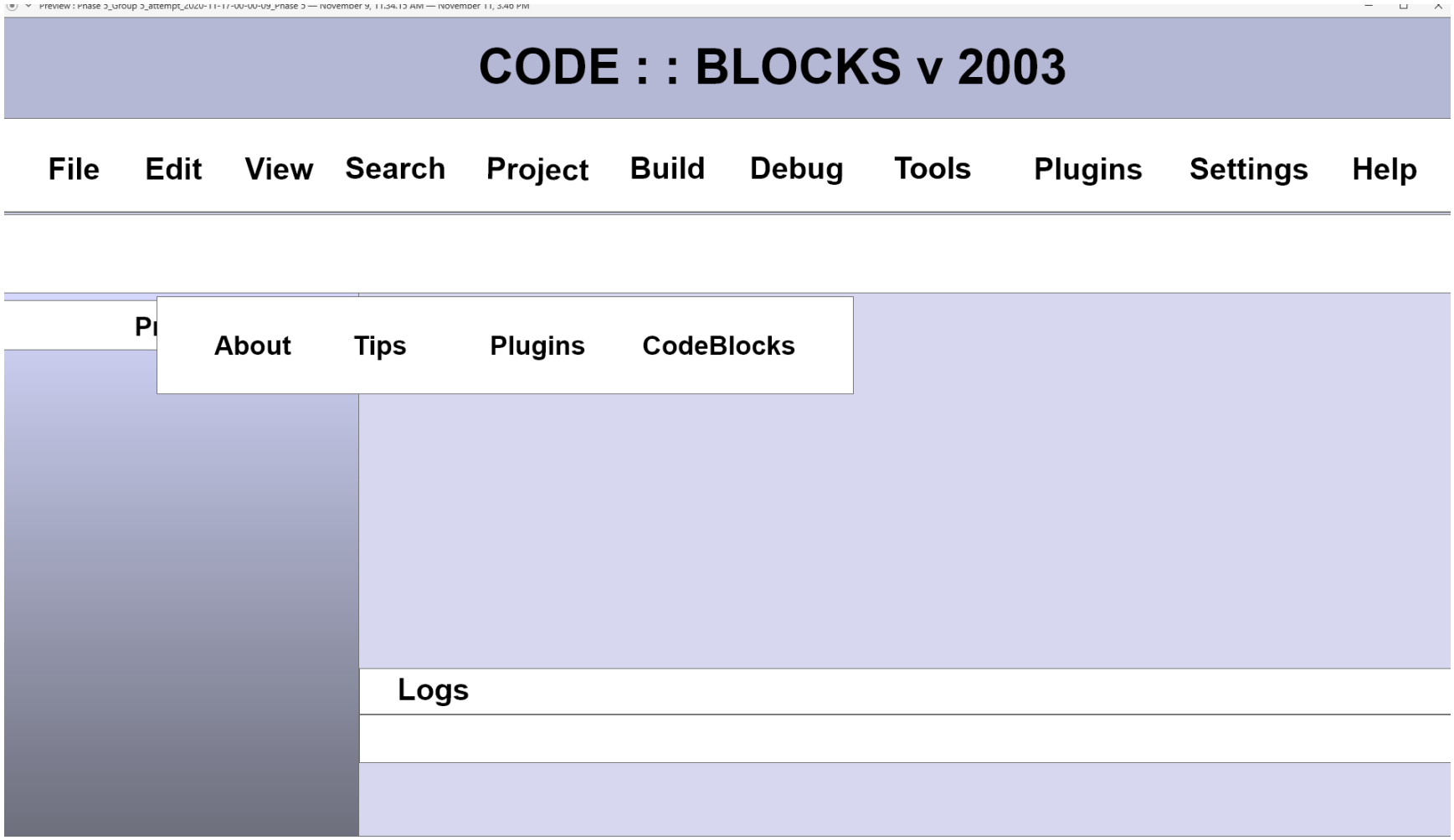

Web 1920 – 23
CODE : : BLOCKS v 2003
File Edit View Search Project Build Debug Tools Plugins Settings Help
Project
Workspace
Lorem Ipsum
Sources
Main.cpp
1 #include <iostream>
2 using namespace std;
3 int main()
4
5
6
7
Add Breakpoint
Add Bookmark
Remove all Bookmarks
< endl;
Logs

Picture 6:


CODE : : BLOCKS v 2003
File
Edit
View
Search
Project
Build
Debug
Tools
Plugins
Settings
Help
About
Tips
Plugins
CodeBlocks
Logs

CSC 310 Human Computer Interaction

Heuristic Evaluation Report Final

Dated
11/26/2020

Prepared By:

GROUP NAME: Group 1

CONTRIBUTOR: Cason Konzer, Cole Dutil

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4	See Picture 4	**Provide clearly marked exits**	**No exit available**	Present within multiple project screens	**Low** User can continue to navigate without the exit but this is a necessary feature.	Add in an exit Tradeoff: user can now leave the screen. Maybe this is designed to force user to stay there?	
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6	See Picture 6	**Provide Help**	While the help button opens up various help options **there is no help provided**	Project wide	**Low** Help can be found in the read me.	Implement help dialog. Tradeoffs: would take up more screen room. Possibly have help direct user to readme.	

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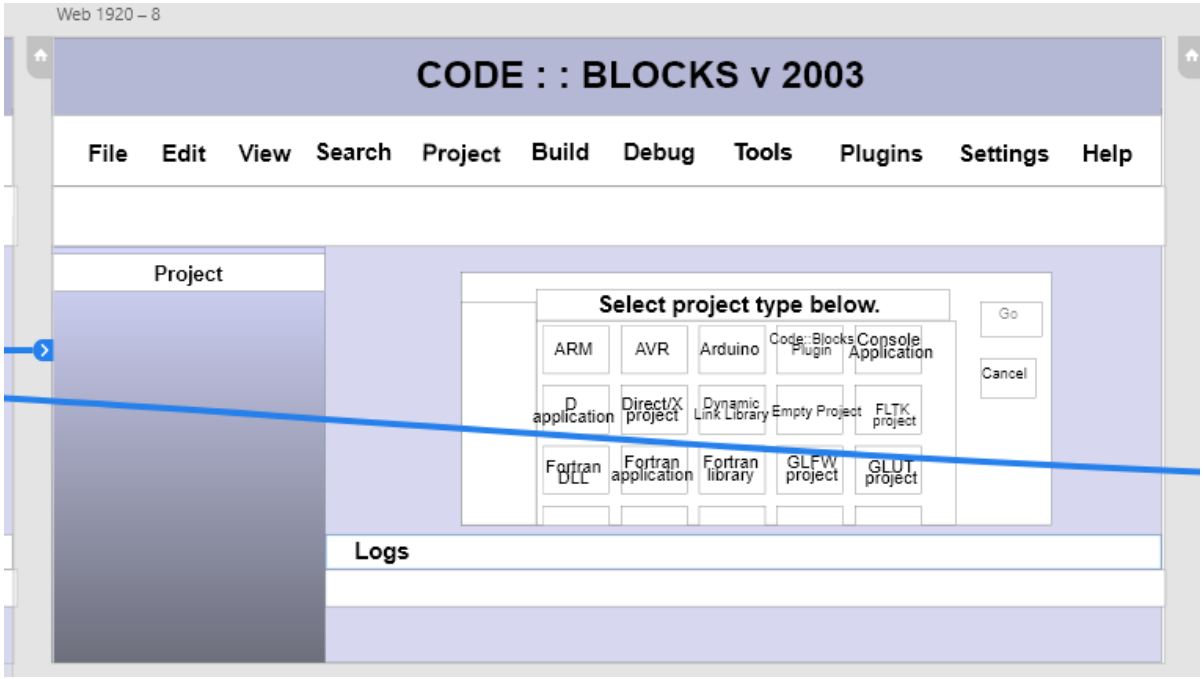
9	See Picture 9:	**Provide Feedback**	**New project wizard does not show a confirmation summary.** When creating a new project, the wizard prompts the user to finish without confirming their selections. A summary would increase user confidence that they made correct selections without needing to backtrack.	All wizards	**Medium** This applies to only one wizard, but it is an important portion of the application and could result in serious user error.	Present the user with a summary of their choices at the end of this and any wizards in the application. Tradeoff: Increased development time, wizards show the user an additional screen and thus take longer to complete.	

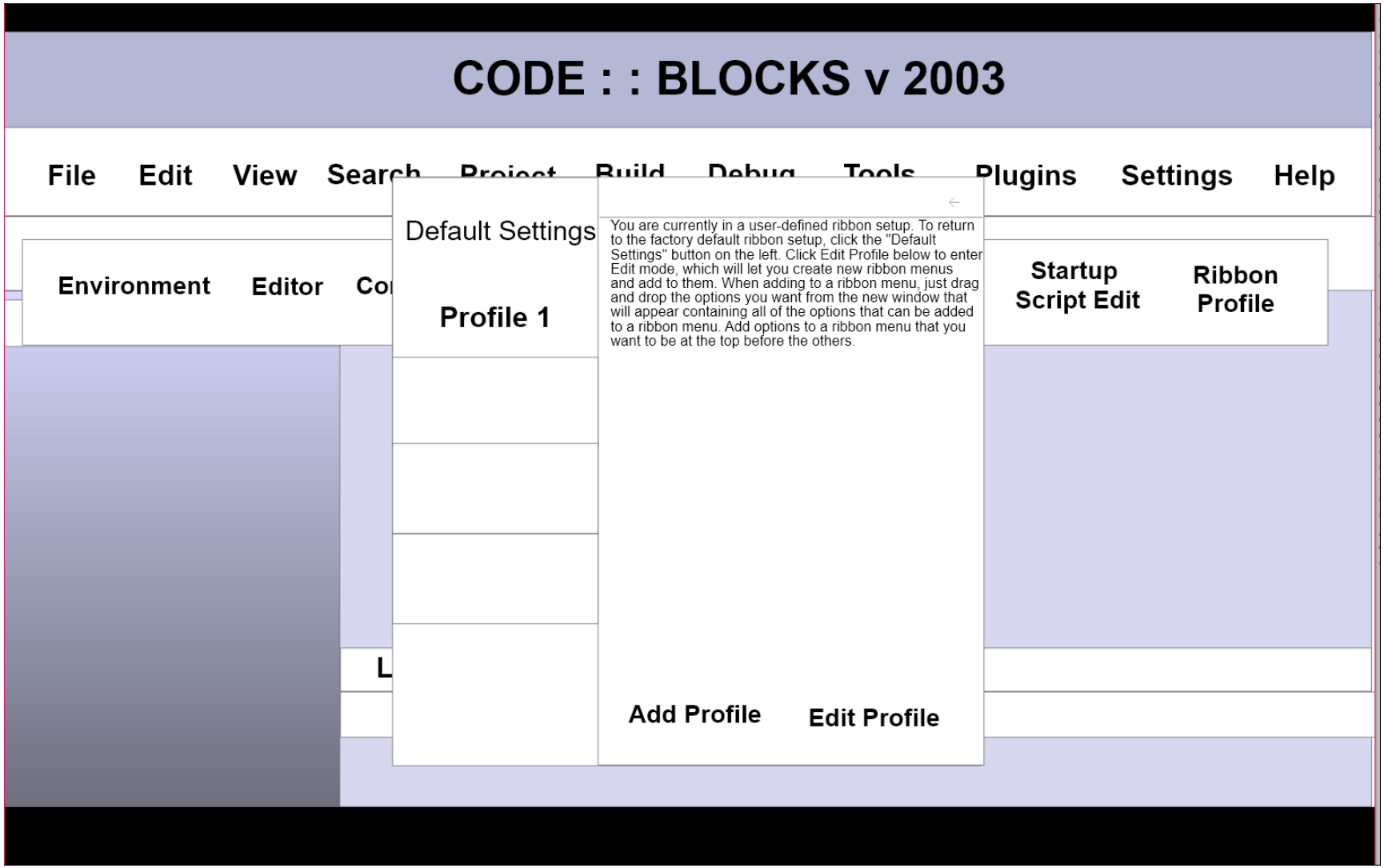
#	Prototype Screen	Name of Heuristic	Reason for negative feedback / breakdown	Scope	**Severity** (High/ Medium/ Low) and **Justification** for giving it that rating	**Way(s) to rectify and any Tradeoffs** (i.e., why the fix might not work)	**Action taken and Justification** (***to by filled in later by the person who created the system being evaluated***)
10	See Picture 10:	**Consistency**	**New file wizard presents the C/C++ header file option twice.**	Only one screen of the new file wizard.	**Low** I clicked the inactive copy of the option first. It looks bad and can be confusing but does not seriously impact functionality and only impacts one screen of one wizard.	Remove/replace the duplicate option. Tradeoff: I cannot think of a significant reason not to do this.	
11	See Picture 11:	**Minimize user's memory load**	**The ribbon profile editor presents a lot of information to the user at once.**	The ribbon profile editor only.	**Medium** The textual explanation of how this feature works is small and difficult to read. It is even more difficult to refer back to specific parts of the instructions.	Break up the instructions so that less information is on screen at once and that relevant information is on screen when needed. Perhaps tooltips could pup up when the user mouses over certain options. Tradeoff: Increased development time. Probably more difficult to implement.	
12	See Picture 12:	**Consistency**	**NEW option in toolbar menu is the only option presented in all-caps.**	Sub menu for file option of main toolbar.	**Low** This is visually inconsistent but does not cause any usability issues.	Make the text of this option consistent with the rest of the options. Tradeoff: I cannot think of a significant reason not to do this.	

#	Prototype Screen	Name of Heuristic	Reason for negative feedback / breakdown	Scope	Severity (High/ Medium/ Low) and **Justification** for giving it that rating	Way(s) to rectify and any **Tradeoffs** (i.e., why the fix might not work)	**Action taken and Justification** (***to by filled in later by the person who created the system being evaluated***)
13	Project Wide	**Provide Feedback, Be Consistent**	**No feedback to the users for any unimplemented buttons, buttons are only available on certain screens**	Project Wide	**Medium**. Unimplemented buttons do not provide any feedback for the user and while buttons are available on one screen they may not be on the next.	Provide popups/ screens with a message of the "coming soon…" type. Be consistent and implement buttons on all screens. Tradeoffs: none.	

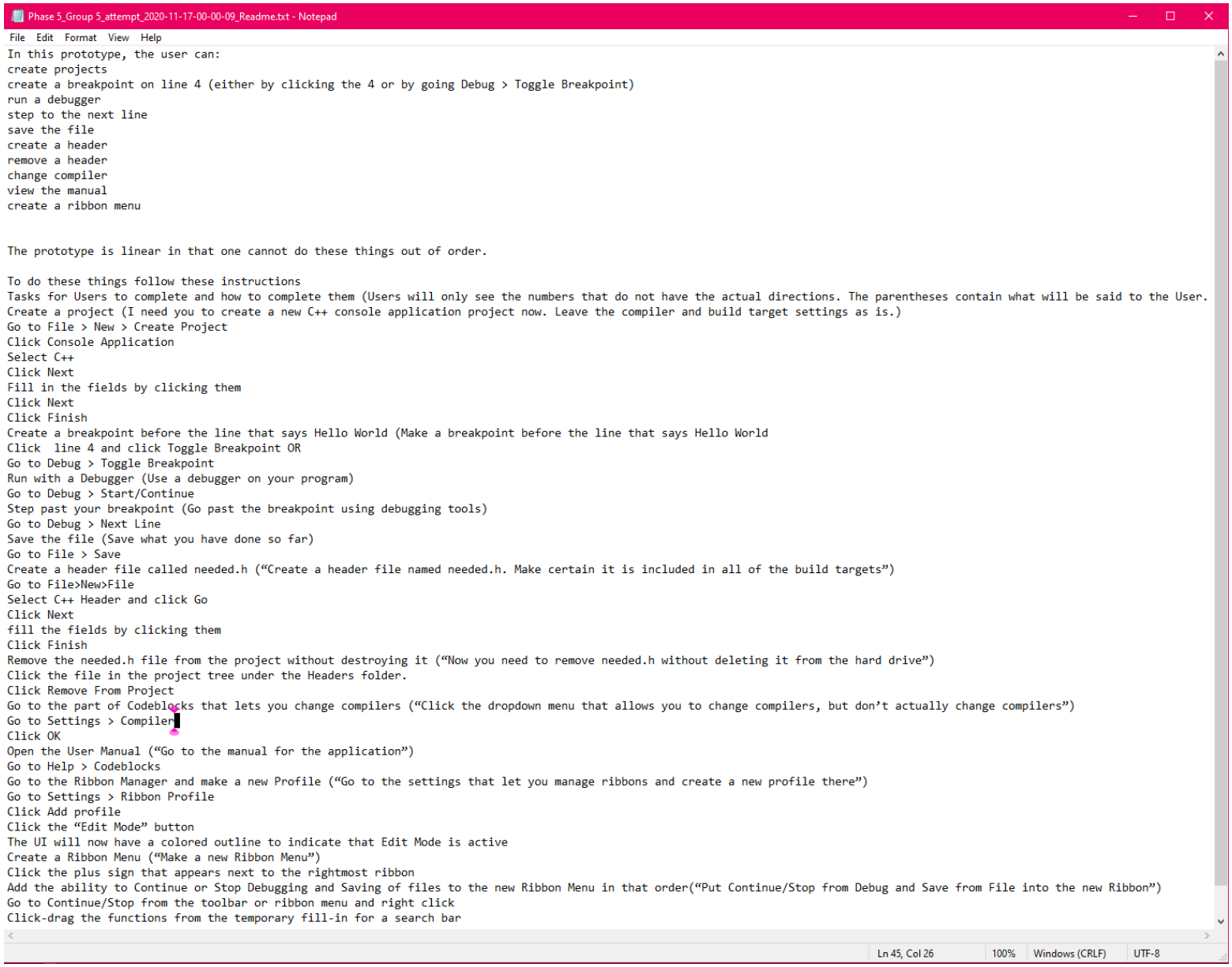
Picture 1:



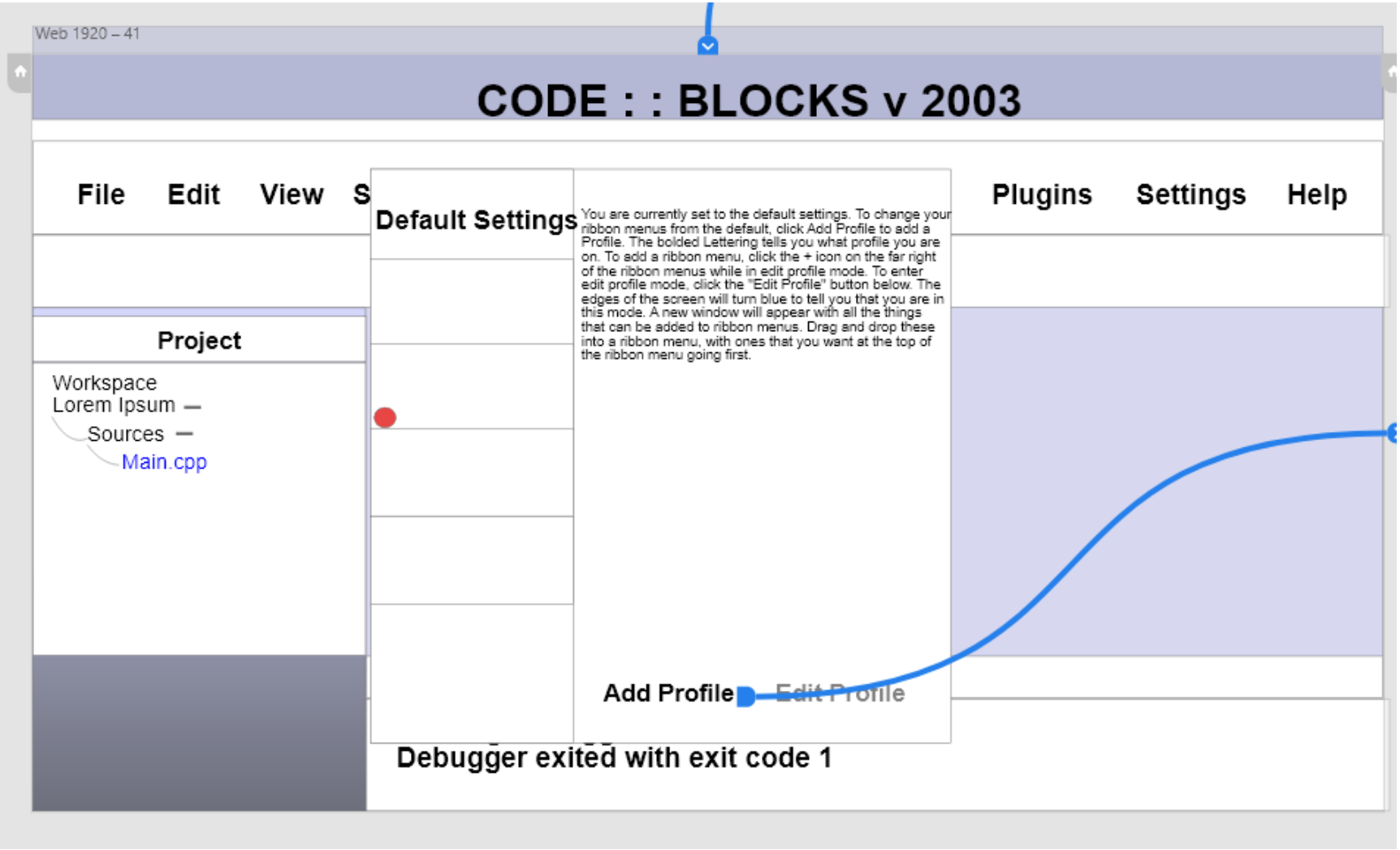
Picture 2:


CODE : : BLOCKS v 2003
File
Edit
View
Plugins
Settings
Help
Environment
Editor
Startup Script Edit
Ribbon Profile
Default Settings
Profile 1
You are currently in a user-defined ribbon setup. To return to the factory default ribbon setup, click the "Default Settings" button on the left. Click Edit Profile below to enter Edit mode, which will let you create new ribbon menus and add to them. When adding to a ribbon menu, just drag and drop the options you want from the new window that will appear containing all of the options that can be added to a ribbon menu. Add options to a ribbon menu that you want to be at the top before the others.
Add Profile
Edit Profile

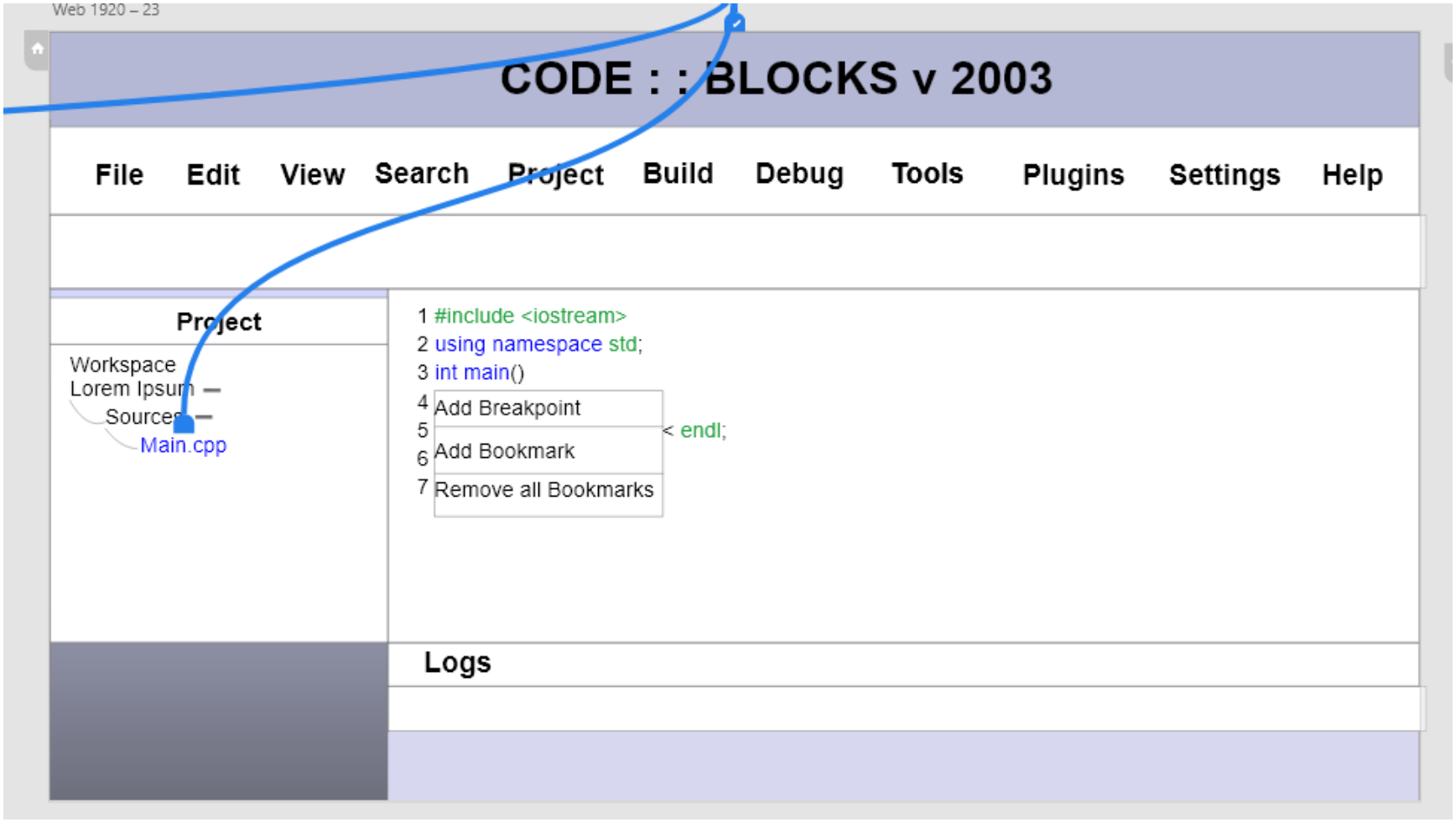
Picture 3:


Phase 5_Group 5_attempt_2020-11-17-00-00-09_Readme.txt - Notepad
File Edit Format View Help
In this prototype, the user can:
create projects
create a breakpoint on line 4 (either by clicking the 4 or by going Debug > Toggle Breakpoint)
run a debugger
step to the next line
save the file
create a header
remove a header
change compiler
view the manual
create a ribbon menu
The prototype is linear in that one cannot do these things out of order.
To do these things follow these instructions
Tasks for Users to complete and how to complete them (Users will only see the numbers that do not have the actual directions. The parentheses contain what will be said to the User.
Create a project (I need you to create a new C++ console application project now. Leave the compiler and build target settings as is.)
Go to File > New > Create Project
Click Console Application
Select C++
Click Next
Fill in the fields by clicking them
Click Next
Click Finish
Create a breakpoint before the line that says Hello World (Make a breakpoint before the line that says Hello World
Click line 4 and click Toggle Breakpoint OR
Go to Debug > Toggle Breakpoint
Run with a Debugger (Use a debugger on your program)
Go to Debug > Start/Continue
Step past your breakpoint (Go past the breakpoint using debugging tools)
Go to Debug > Next Line
Save the file (Save what you have done so far)
Go to File > Save
Create a header file called needed.h (“Create a header file named needed.h. Make certain it is included in all of the build targets”)
Go to File>New>File
Select C++ Header and click Go
Click Next
fill the fields by clicking them
Click Finish
Remove the needed.h file from the project without destroying it (“Now you need to remove needed.h without deleting it from the hard drive”)
Click the file in the project tree under the Headers folder.
Click Remove From Project
Go to the part of Codeblocks that lets you change compilers (“Click the dropdown menu that allows you to change compilers, but don’t actually change compilers”)
Go to Settings > Compiler
Click OK
Open the User Manual (“Go to the manual for the application”)
Go to Help > Codeblocks
Go to the Ribbon Manager and make a new Profile (“Go to the settings that let you manage ribbons and create a new profile there”)
Go to Settings > Ribbon Profile
Click Add profile
Click the “Edit Mode” button
The UI will now have a colored outline to indicate that Edit Mode is active
Create a Ribbon Menu (“Make a new Ribbon Menu”)
Click the plus sign that appears next to the rightmost ribbon
Add the ability to Continue or Stop Debugging and Saving of files to the new Ribbon Menu in that order(“Put Continue/Stop from Debug and Save from File into the new Ribbon”)
Go to Continue/Stop from the toolbar or ribbon menu and right click
Click-drag the functions from the temporary fill-in for a search bar
Ln 45, Col 26
100%
Windows (CRLF)
UTF-8

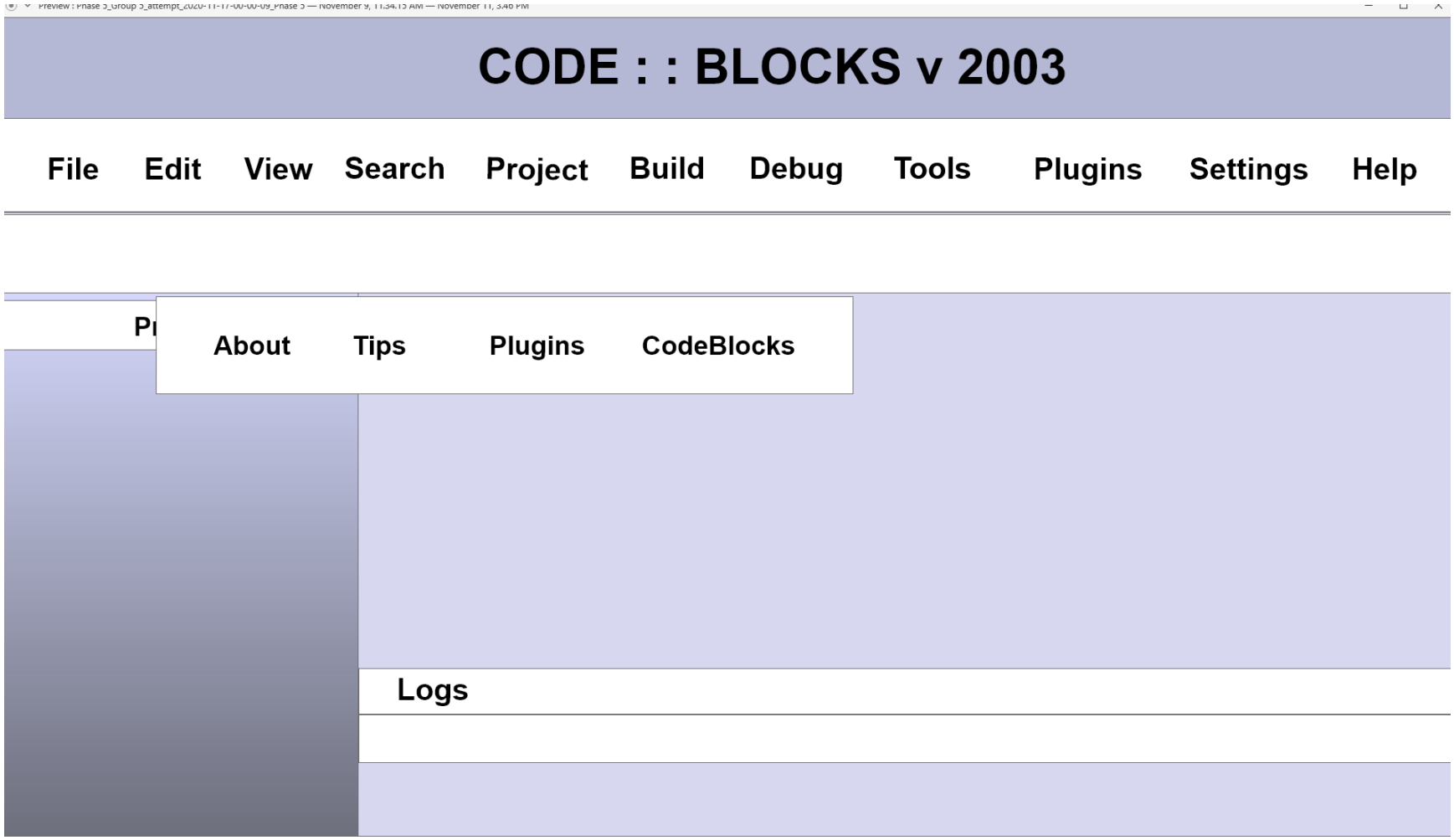
Picture 4:


Web 1920 – 41
CODE : : BLOCKS v 2003
File
Edit
View
S
Plugins
Settings
Help
Default Settings
You are currently set to the default settings. To change your ribbon menus from the default, click Add Profile to add a Profile. The bolded Lettering tells you what profile you are on. To add a ribbon menu, click the + icon on the far right of the ribbon menus while in edit profile mode. To enter edit profile mode, click the "Edit Profile" button below. The edges of the screen will turn blue to tell you that you are in this mode. A new window will appear with all the things that can be added to ribbon menus. Drag and drop these into a ribbon menu, with ones that you want at the top of the ribbon menu going first.
Project
Workspace
Lorem Ipsum
Sources
Main.cpp
Add Profile
Edit Profile
Debugger exited with exit code 1

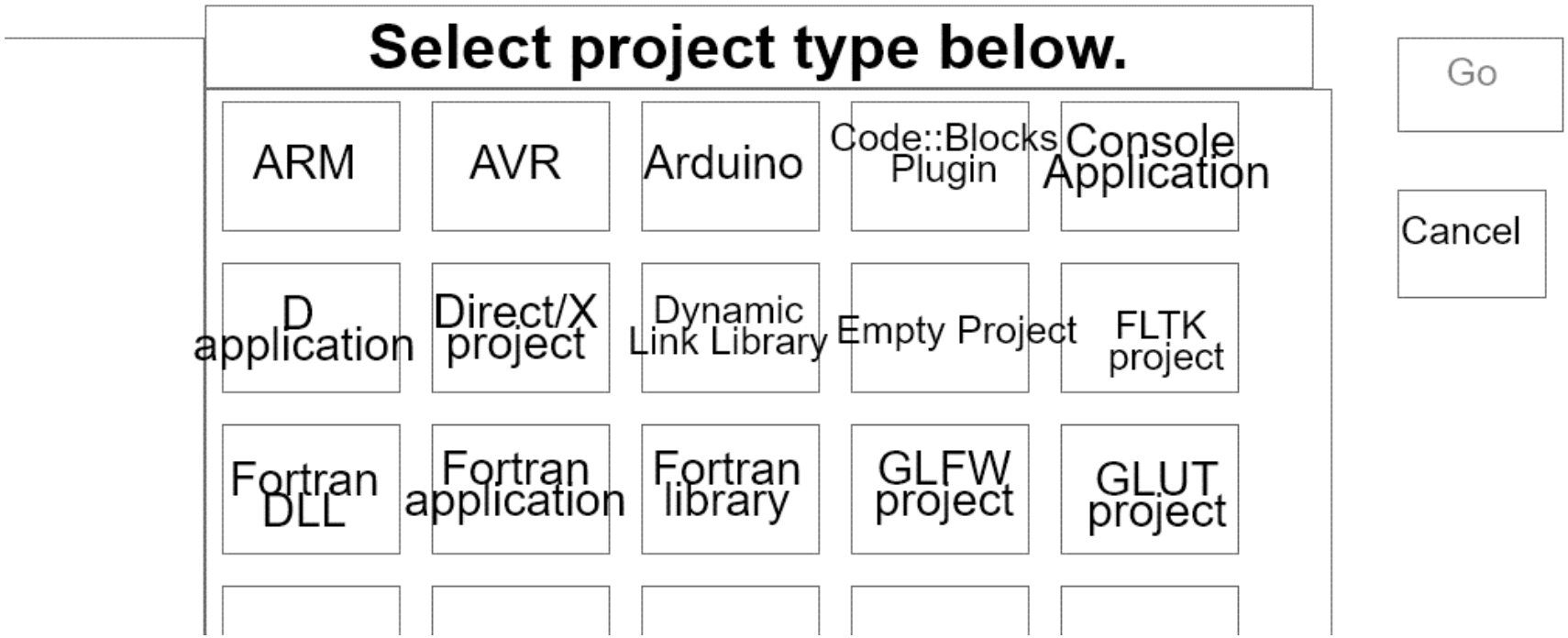
Picture 5:


Web 1920 – 23
CODE : : BLOCKS v 2003
File Edit View Search Project Build Debug Tools Plugins Settings Help
Project
Workspace
Lorem Ipsum
Sources
Main.cpp
1 #include <iostream>
2 using namespace std;
3 int main()
4
5
6
7
Add Breakpoint
Add Bookmark
Remove all Bookmarks
< endl;
Logs

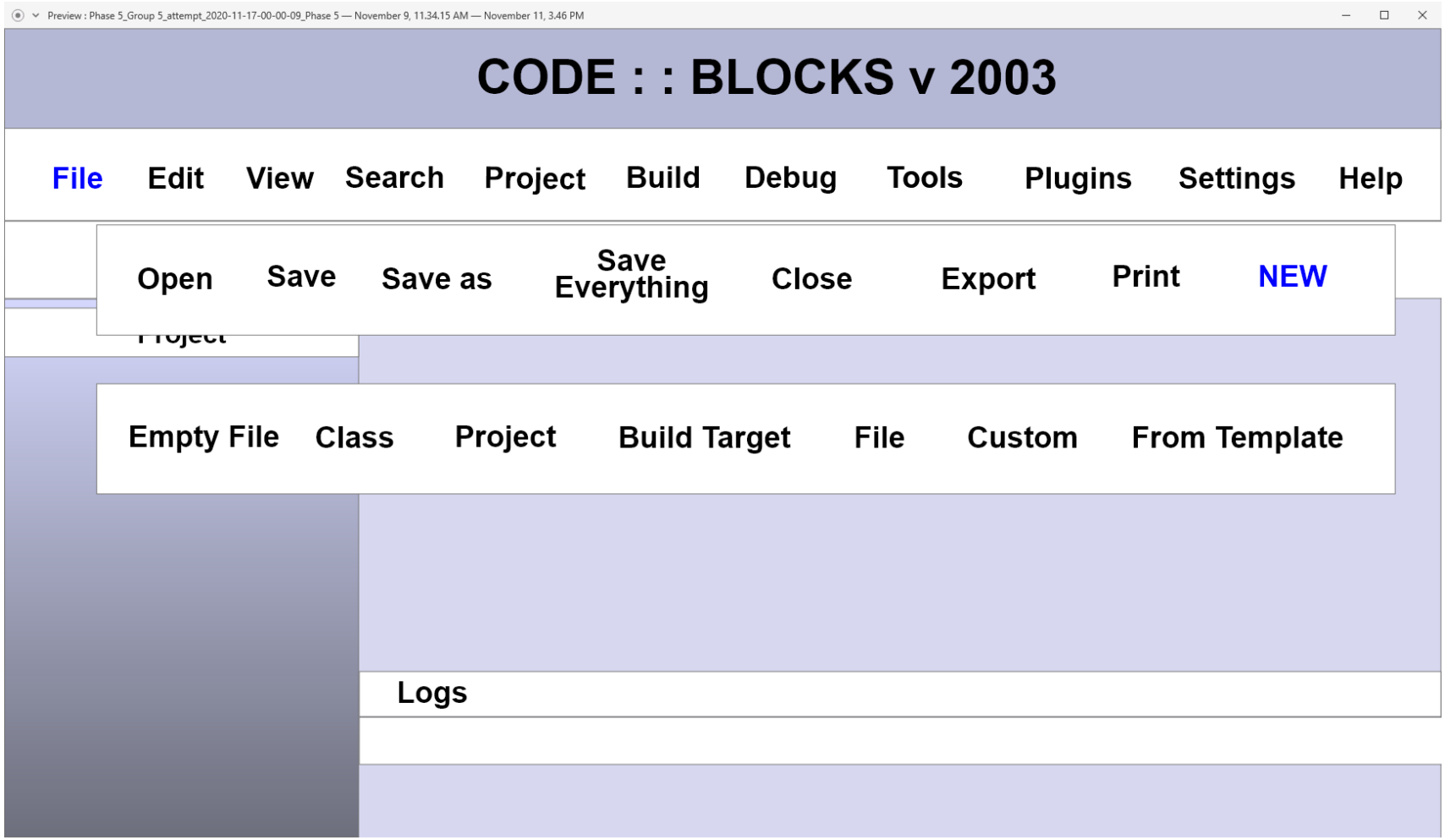
Picture 6:


CODE : : BLOCKS v 2003
File
Edit
View
Search
Project
Build
Debug
Tools
Plugins
Settings
Help
About
Tips
Plugins
CodeBlocks
Logs

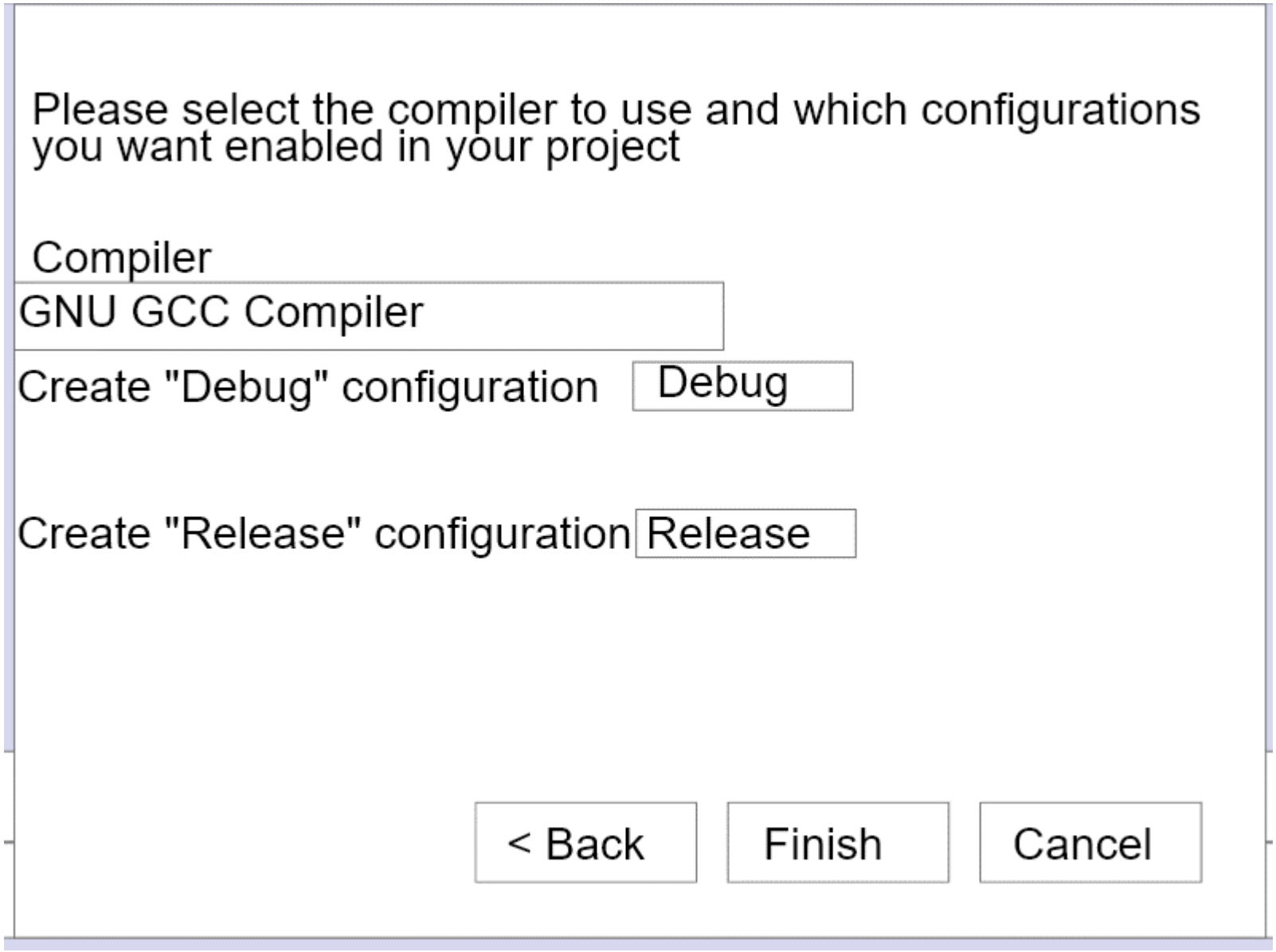
Picture 7:


Select project type below.
ARM
AVR
Arduino
Code::Blocks Plugin
Console Application
D application
Direct/X project
Dynamic Link Library
Empty Project
FLTK project
Fortran DLL
Fortran application
Fortran library
GLFW project
GLUT project
Go
Cancel

Picture 8:


Preview : Phase 5_Group 5_attempt_2020-11-17-00-00-09_Phase 5 — November 9, 11.34.15 AM — November 11, 3.46 PM
CODE : : BLOCKS v 2003
File
Edit
View
Search
Project
Build
Debug
Tools
Plugins
Settings
Help
Open
Save
Save as
Save Everything
Close
Export
Print
NEW
Empty File
Class
Project
Build Target
File
Custom
From Template
Logs

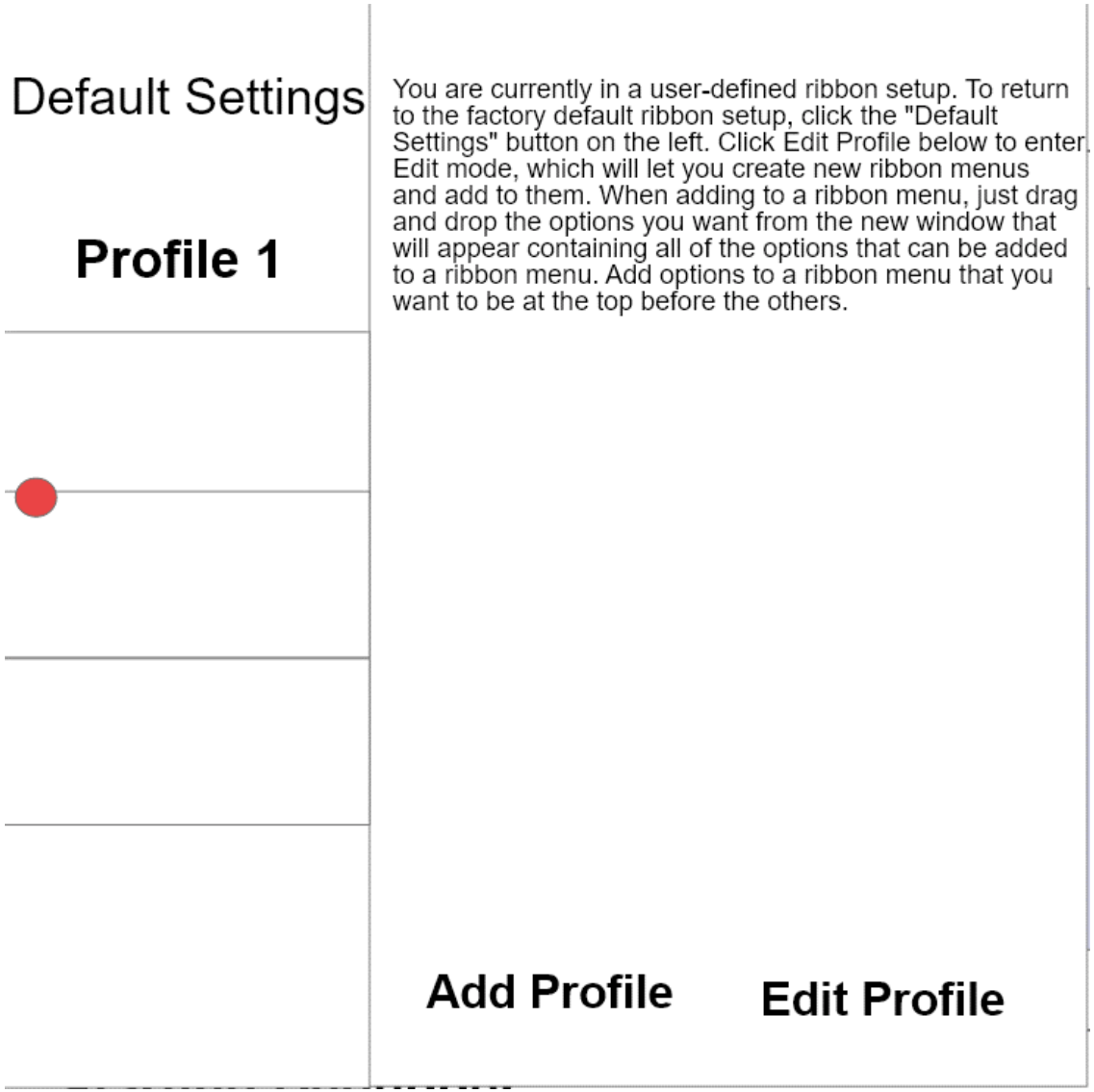
Picture 9:


Please select the compiler to use and which configurations you want enabled in your project
Compiler
GNU GCC Compiler
Create "Debug" configuration
Debug
Create "Release" configuration
Release
< Back
Finish
Cancel

Picture 10:


C/C++ Header
C/C++ Header
Go
D Source
Empty File
Cancel
Fortran File
Java Source

Picture 11:


Default Settings
You are currently in a user-defined ribbon setup. To return to the factory default ribbon setup, click the "Default Settings" button on the left. Click Edit Profile below to enter Edit mode, which will let you create new ribbon menus and add to them. When adding to a ribbon menu, just drag and drop the options you want from the new window that will appear containing all of the options that can be added to a ribbon menu. Add options to a ribbon menu that you want to be at the top before the others.
Profile 1
Add Profile
Edit Profile

Picture 12: