Phase 6: Heuristic Evaluation of Another Group's Implementation

Each group will evaluate the user interfaces of a system implemented by another group in the class. After each group turn in your implemented system for Phase 5, the professor will make random assignments and the system your group will evaluate will be available on Blackboard for download.

Each group will conduct a heuristic evaluation of the assigned system using the nine design principles (a.k.a. usability heuristics) that were covered in the lecture.

Steps and Deliverables:

1. Each group member must conduct a heuristic evaluation of the assigned system independently and fill in a heuristic evaluation report using the template provided (make sure to include your name in the report).

2. All group members will discuss and finalize their findings and fill in a **final** heuristic evaluation report using the same template by adding "final" to the title (again, include the name of all contributors to the final report).

3. Zip or combine all the individual heuristic reports and the final report (which should be the last one) into a single file, and submit on Blackboard.

When filling in the Heuristic Evaluation Report:

- You should include **pictures** of the system that illustrate each of your points (either directly in the "Prototype Screen" column as in the example, or below the table with a hyperlink reference, as in the template). You can use screen captures to do this (on a PC, the print screen key puts the screen on the clipboard; on a Mac, command-shift-4 lets you pick a selection on the screen to send to a file, command-control-shift-4 puts it on the clipboard).

- Each point should be annotated with the specific **Name of Design Principle** that is being violated (put this in the "**Name of Heuristic**" slot). For each one, you must suggest a fix in the **Way(s) to rectify** column.

- For the system you are assigned, you must list at least **6** (six) points that illustrate at least **4** (four) different guidelines. I am looking for insight, subtlety and depth. Thus, saying "the system doesn't have good color choices because it doesn't use color" is pretty trivial and won't count for much. Also, since this is a prototype, saying that functions aren't implemented also doesn't count.

- Be sure each row lists **which** heuristic is violated, and **why**, and what you recommend to be done about it. Be sure it is clear in your description why you are saying the interface violates the heuristic and where in the interface.
  You will be graded for this phase on how well you evaluated the prototype, the quality of the feedback you provided, how many problems you found, and the extent to which you assigned them to the correct heuristics.

In the next phase (i.e. Phase 7), you will try to fix the problems that another group identified with your system, and your grade will be based in part on your *response* to your classmate's Heuristic Analysis of your prototype (what you did based on what they found).