The Good, The Bad, and The Interesting UI + Heuristic Evaluation (15%)

This document describes the marking guide of the assignment.

Part 1: The Good, The Bad, and The Interesting UI (5%)

For The Good example):

- [1] for clear image(s) of the interface
- [1] for clear description of why it is good (e.g., easy to learn, do things faster, less error prone)

For The Bad example:

- [1] for clear image(s) of the interface
- [1] for clear description of why it is bad (e.g., hard to learn, error prone)

For The Interesting example:

- [1] for clear image(s) of the interface and why it is interesting (doesn't matter it is good or bad)

No marks for an example if it is from the lecture slides or provide no reference.

Part 2: Heuristic Evaluation (10%)

For each of the two usability problems

- [1] for clear description of the problem (use of images, relevance to a heuristic)
- [1] for clear description of solution (based on a usability principle, trade-offs)

For each of the two good usability examples

- [1] for clear description of the example (use of images, relevance to a heuristic)

For summary of overall process and main findings

- [3] for concise description of the evaluation (imagine someone from the Canvas Student app development team is reading the document, who might not know the assignment details). Include information such as version of app, steps of evaluation, and type of user.
- Grader gets to decide the quality of the summary and give marks between 0 and 3, with 0.5 increments.

[1] for overall formatting and general readability (e.g., student information, spacing, font consistency).

Notes

- All marks (indicted in []) are the maximum value for that item. Grader can give a lower score in intervals of 0.5 depending on the quality (e.g., clarity, accuracy).
- Late penalty: 10% per calendar day (each 0 to 24 hour period past due), max 2 days late.
- Notify instructor if anything suspicious arises.