

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

Welcome to the first assignment! This assignment aims at getting you started with having an eye of a user interface designer and be able to critically evaluate an interface.

There are two parts of this individual assignment. In the first part (5%) you are going to collect a total of three user interface examples. In the second part (10%) you are going to evaluate one user interface.

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

Collect one example for each category of good UI, bad UI, and interesting UI. For each example, include the following:

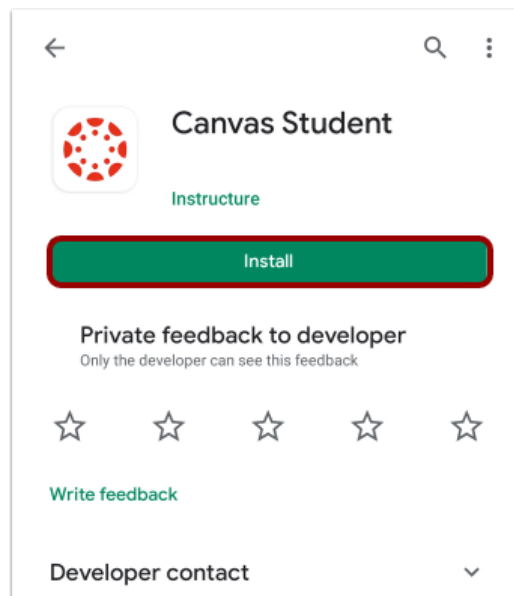
- At least one image clearly showing the interface.
- 1-2 sentences of why you think it is good/bad/interesting.
- Provide a reference to where you find it. If it is something you find elsewhere (e.g., internet, book), provide the exact location of it; if it is something you own/see, state that it is from you.

Here are several overall requirements:

- You must not use the examples shown in the lecture slides, or any of the suggested readings.
- The examples must be real, i.e., they must have appeared in existing products and cannot be something from design concepts or exercises.

### Part 2: Heuristic Evaluation (10%)

Heuristic evaluation is a popular UX evaluation technique to assess the overall usability of a software application without requiring actual end-users. For this assignment, you will conduct a thorough heuristic evaluation (using Nielsen's heuristics: <https://www.nngroup.com/articles/ten-usability-heuristics/>) for the mobile version of SFU's Canvas portal, the Canvas Student mobile app. For this evaluation, you can assume a smartphone, tablet, or another mobile device be used to access this app.



Canvas Student app (Source: Canvas Guides)

## Instructions

1. Familiarize yourself with the application as appropriate, completing tasks related to exploring and using the chosen system. Consider the heuristics discussed in class as you use the system and make note of problems and good aspects you encounter. You can take into account different types of users who may use Canvas and what their typical tasks may be.
2. Use the provided usability inspection report template (in the same folder as this description document on Canvas) for your findings.
  - **Identify two usability problems** (where heuristics are being violated), including severity level 2 (minor), 3 (major) or 4 (critical), grouped by heuristic. Use screenshots within the form to illustrate your findings (take the screenshots while you are identifying the problems, as later on the app might be updated and you might not be able to find it again).
  - In addition, **include two examples of good usability** (i.e. where a heuristic is met instead of being violated) within your report.
  - **Summarize your overall process and the main findings** of your heuristic evaluation (max 1 page + individual evaluation forms).

## Submission (Both Part1 & 2)

Submit both parts in a single PDF file to the corresponding folder on Canvas **by May 29**. Begin your document with a cover page stating that it is Assignment 1, followed by your name, SFU email, and student ID. Name the file in this format: **<firstname\_lastname>\_<studentID>\_Assignment1.pdf**

Assignment late penalty: 10% per calendar day (each 0 to 24 hour period past due), max 2 days late.

## Academic Honesty

It is expected that within this course, the highest standards of academic integrity will be maintained, in keeping with SFU's Policy S10.01, "Code of Academic Integrity and Good Conduct." In this class, collaboration is encouraged for in-class exercises and the team components of the assignments, as well as task preparation for group discussions. However, individual work should be completed by the person who submits it. Any work that is independent work of the submitter should be clearly cited to make its source clear. All referenced work in reports and presentations must be appropriately cited, to include websites, as well as figures and graphs in presentations. If there are any questions whatsoever, feel free to contact the course instructor about any possible grey areas.

Some examples of unacceptable behavior:

- Handing in assignments/exercises that are not 100% your own work (in design, implementation, wording, etc.), without a clear/visible citation of the source.
- Using another student's work as a template or reference for completing your own work.
- Using any unpermitted resources during an exam.
- Looking at, or attempting to look at, another student's answer during an exam.
- Submitting work that has been submitted before, for any course at any institution.

All instances of academic dishonesty will be dealt with severely and according to SFU policy. This means that Student Services will be notified, and they will record the dishonesty in the student's file. Students are strongly encouraged to review SFU's Code of Academic Integrity and Good Conduct (S10.01) available online at: <http://www.sfu.ca/policies/gazette/student/s10-01.html>.