**CPSC 3770**

**Human Computer Interaction**

**Project Evaluation**

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1. **Briefly describe what your prototype does. (If this differs from your proposal in any way, explain how and why.)**

My Teacher Helper application is a set of tools to assist a teacher and others in their tasks. The name picker tool allows for a random name to be picked from a list of manually added names. Also, there is a random number generator which picks a number from the given minimum and maximum inputs. And a timer and a stopwatch are tools as well. These features are what was described in the proposal.

1. **Briefly describe the usability of your prototype. (The list of usability goals is in Chapter 1. You can choose any two goals.)**

The app is easy to learn and remember how to use it. Though some features could make it better, like removing and storing the names, the user should be able to do what is described. It is not a in depth application and does not connect to the internet, so there really is no safety issues. Bottom line, it does what it is supposed to according to the initial proposal, and does it fairly well.

1. **Pick two user experience aspects to describe your experience with using this prototype. Briefly explain your choices. (If you need to consult a list, this can be found in Chapter 1.).**

Helpful would be the first user experience that comes to mind. That is the whole goal of the application. It is built to be a help to teachers. But not only teachers can use it. These tools can be useful in many situations. As an example, at a white elephant party, the name picker could be handy.

As a teacher uses the application in the class and allows everyone to see, students could be engaged as the teacher uses the name picker to see who gets to do the next activity. Or they can see what the next random number is. Not just the teacher, but the students can be involved.

1. **Which of the following interaction types (cognitive, social, emotional) did you ultimately incorporate in your prototype? Briefly explain.**

I was trying to mix in cognitive and emotional interaction into the application. I did not want something overly complicated. This allows the user to remember how to use it easily. Also, I wanted the interface to be pleasing to the eye and allow children to be able to connect with it as well as teacher (and others).

1. **If there was one feature you would have liked to have included, what is it?**

There are a few things that I would have liked to have added to the application. One would be to have the names entered in the name picker stored for the next time the name picker was opened the names would be still there. Along with that would be the option to remove names from the list. The name picker could be expanded in many different directions. As an example, creating groups from the list. Having every name assigned a color corresponding to the ability to work together.