**Cognitive Walkthrough**

3 Questions for Cognitive Walkthrough

1). Will the user know what to do?

2). Will the user see how to do it?

3). Will the user understand the feedback they get?

1. Card Prototype:
   * 1. Scenario 1 – **Viewing all subpages of website from homepage.**
        + 1. Will the user know what to do?

The “hamburger” or menu button is a well-documented user-interface device.

There could be additional coloring / shading to draw the user’s eye toward the menu button.

* + - * 1. Will the user see how to do it?

Hamburger button is a consistent principle throughout interface design.

* + - * 1. Will the user understand the feedback they get?

An expanding side panel is \*consistency\*

* + 1. Scenario 2 – **Navigate from Guidelines to subpage for assessment tools.**
       - 1. Will the user know what to do?

Unless explicitly noted or there are directional cues for terms like “assessment”, it is less obvious that the assessments links page is a resource to use within the context of specific actions within the guidelines.

* + - * 1. Will the user see how to do it?

\*Repeat of Scenario 1(b).

* + - * 1. Will the user understand the feedback they get?

\*Repeat of Scenario 1(c).

1. Wireframe Prototype:
   * 1. Scenario 1 – **Choosing a solution for reading for a student 12years of age or older.**
        + 1. Will the user know what to do?

The filter / search element is obvious, but the full list should be on display prior to selection.

* + - * 1. Will the user see how to do it?

Need to make sure the filter results include all possible subjects/domains from the dB.

By default, all boxes should be checked.

* + - * 1. Will the user understand the feedback they get?

The list will update, but there should be an action button to make it more clear that the filter has been activated.