

SWJTU-Leeds Joint School
XJCO2811 User Interfaces

Coursework 1 - 20% of the module
Set - 10.10.2018
Submission deadline - 5pm 26.10.2018
Graded by - 16.11.2018

1 Submission

An individual report on “A UX inspection of the *GitHub* website”. It is expected to be around 6-10 pages long (including all tables, figures and references). A hard copy of the report should be submitted via the Student Support Office and an identical soft copy via Minerva.

2 Learning objectives

- Apply elements of both *heuristic evaluation* and *cognitive walkthrough* techniques to perform user experience (UX) inspection;
- practice report writing skills;
- contribute to requirements inspection for the exam.

3 Description of task

GitHub is a popular website front-end for collaboration on programming projects. GitHub provides git repository hosting for collaborative software development. This site aims to be a platform for programmers to share code, explore repositories, contribute to projects, and organise development effort.

By applying techniques from *heuristic evaluation* and *cognitive walkthrough* inspect two usage scenarios on the GitHub website. The scenarios should be simple - they should take a user 20-40 seconds to complete. Write up your evaluation in a report (between 6 to 10 sides of A4, including illustrations and references). Your report should be divided into the following sections:

1. (2 points) Introduction (the *Why* and *What*) that describes the purpose of the evaluation in your own words and the context of the artifact being inspected (e.g. the range of possible users and cases).
2. (6 points) Evaluation approach (the *Who* and *How*) that describes two contrasting usage scenarios you have chosen for inspection, your methodology, and the rationale for the choices you made. Contrasting scenarios may involve different personas, hardware (such

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as desktop or mobile), or goals. Your methodology section should explain which aspects of *heuristic evaluation* and *cognitive walkthrough* you are using.

3. (10 points) Results (*the Outcome*) that details the issues and successes found in the corresponding criteria, and the severity of the found issues.
4. (2 points) Conclusion (*the So-What*) that presents your conclusions, and discusses the good and bad points of the inspection technique you used.

4 Guidance and resources

You should note the lectures on topics *Problem Space and Users*, *Heuristics* and *Cognitive Walkthrough*. It is suggested to discuss use use-cases, personas, and tasks as discussed in the lectures. There are useful web resources and text books mentioned in these lectures. Draw from these materials to form your own approach when applying the techniques for this coursework – taking up the position of a UX expert. You may feel slightly overwhelmed by the variations of heuristics from the literature that spanned the last 20 years. You should form your own *coherent* approach starting with UX goals for a couple of typical usages of *GitHub* from the users viewpoint. In this context, you are an expert user as well! This will help you judge which heuristics will make more sense for user experience in this evaluation.

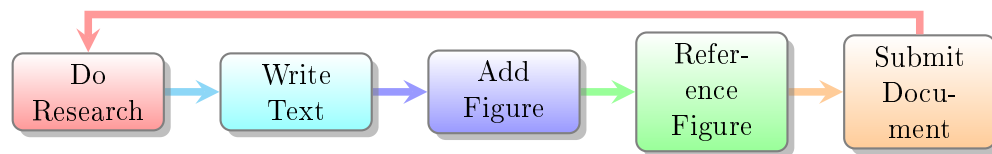


Figure 1: Example figure

5 Tips for academic writing

- Write in an academic style, see [1].
- Use and cite references.
- Appropriately illustrate with figures and tables. Figures and tables should have captions and are referenced in body of text (Fig. 1).

[1] https://library.leeds.ac.uk/info/14011/writing/106/academic_writing