

# Evaluation

- Analytical
  - Run through tasks and analyse against usability guidelines
  - Heuristic evaluation
- Empirical
  - Studying people using a prototype of a system
  - Controlled conditions or in the field
  - Involving people in the evaluation

# Co-operative evaluation

- Users are partners in the evaluation
  - People given tasks to carry out with a system
  - Thinking Aloud technique: They asked to say what they are looking at, thinking doing, and feeling as they carry out a task
  - Record what they say
  - Observe what they do

# Co-operative evaluation – Run time guide

- Preparing for and Running a co-operative evaluation
- Photocopy and use as guide
- Guide in 3 parts
  - Recruit users
  - Prepare tasks
  - Interact and Record

# Recruit Users

- Define the target population
  - Must define who a typical user of the product is
  - Target some user group
- Recruit users who are as similar to the target population as is practical
  - Depends on practical constraints
  - 5/6 users
- Things to watch out for
  - Knowledge of tasks
  - Experience with computers / Computer Skills

# Prepare tasks

- Task select is crucial for success of evaluation
  - They must be do-able
  - Explore the systems functionality / focus
  - All users work through these tasks!
- Preparing tasks
  - Make tasks specific
  - Make sure the tasks are representative of the the activities the product was designed for
  - Prepared extra tasks/Set time for tasks
  - Important functionality should be examined twice

# Interact and Record

- Handling test subjects / Carrying out the evaluation
- Before the users arrive
  - Product must be ready/Know task sheet
  - Task lists/Recording facilities/Note book/Debrief question
- Receiving users
  - Keep informal / Discuss the system
  - Encourage co-evaluation / System is evaluated not them
    - 1)Put users at ease
    - 2)Start recording
    - 3)Introduce the team
    - 4)Explain co-operative evaluation (sample instructions)
    - 5)Introduce the task sheet

# Interact and Record

- When the users are using the system
  - Encourage the users to think aloud
  - Keep up dialogue
  - Note occurrences of:
    - Unexpected behaviour: something designer did not intend
    - Comments
  - Ask questions
    - What were you expecting to happen?.....
- Debriefing the users
  - Spent time talking about the session
  - feedback on the evaluation/ Clarify issues
  - Questionnaires

# Summary

- Runtime guide
  - Photocopy and use to:
    - Plan your evaluation
    - Guide you on carrying out the evaluation
      - Recruiting most appropriate users
      - Preparing accurate tasks
      - How to act during the evaluation and document it