Instructions: In your groups, spend a few minutes exploring the space. Find an interactive experience and observe it in use for 10 minutes. Together, come up with five new heuristics that might be used to measure the quality of the experience (see the examples given below). These can measure usability, degree of interaction, learning and education goals, cultural knowledge transfer, or inclusion and fairness. Using your five new heuristics, fill out the table using a Likert scale (1 = strongly disagree; 2 = disagree; 3 = neutral; 4 = agree; 5 = strongly agree). Please add additional comments.

Experience and Location: _____

Interaction Type (e.g. multitouch surface): _____

Example Heuristics:
- The experience uses language that is general enough for a wide audience.
- The visitor has clear instructions to follow.
- The interaction supports a wide range of visitor body types and sizes.
- The experience discourages repeated use by the same visitor.
- The experience encourages collaborative participation.

Your New Heuristics:
1. _____
2. _____
3. _____
4. _____
5. _____

	Score (1-5)	Comments
H1		
H2		
H3		
H4		
H5		

Additional Comments

_____
_____
_____
_____
_____