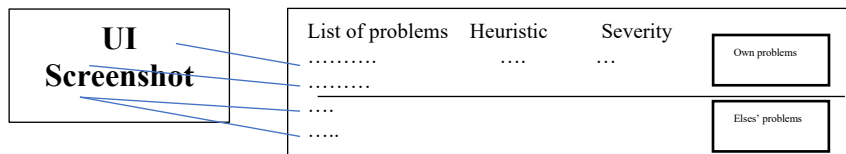


## Heuristic Evaluation

A **Complete** the in-class hands-on on Heuristic Evaluation, using the original list of heuristics. In the output sheet, mark clearly the problems you found yourself and the problems you learned about through group discussion.

Side by side include the screenshot of the interface from the class, and the output sheet, and connect with lines problems found with the respective screenshot areas (when applicable).



Grading: 0-2 points, focusing on linking between the problems and original heuristics.

B **Adapt and Apply** Heuristic Evaluation on the current prototype of your project. Adapt the list of heuristics for your particular problem. Do this: identify at least one unnecessary heuristic to be removed and add at least one new one. Explain and argue briefly.

Side by side, include a screenshot or photo of your interface (as in A), product, or artefact and the output sheet. Connect and link the problems found with their origins.

You can consult your findings with your group members, but everybody submits own solutions.

Grading: 0-3 points, focusing on application of HE to your specific project.

This is an individual task. Be economic with space, 1 page in total is ok. Grading 0-5 in total. Submit a pdf.