Human-Computer Interaction
2022/2023

Assignment 1
Analytical evaluation of an Interactive Application/System usability/UX.

Introduction

This assignment is aimed at the evaluation using analytical methods of an interactive application/system. Each team (**three students**) should select an interactive application/system and indicate their choice in class. It should be, as much as possible, an application/system considered as not providing a good user experience (UX).

Examples of types of applications/systems:
- S/W (IDEs, Operating systems, other professional S/W)
- University applications
- web applications (digital libraries, home banking,…) , mobile apps, etc.
- consumer electronics (TV , home audio, vehicle electronics , appliances, phones…)
- wearable devices (smart watches, fitness bands, etc.)
- office (copier, printer, scanner, fax, etc.), scientific or medical equipment…

The UI should not be too simple, if too complex you might evaluate only part of it.

Propose your choice in lab class#2 for validation by your professor.

Schedule and deliverables

Class # - Deadline		Deliverables (evaluation %)
Lab Class #2		**Deadline to select an application/system to evaluate.**
P1, 3, 5, 7	28/02	
P2, 4, 6	23/02	
Lab Class #4		**Presentation slide must be submitted via Moodle with a file name according to the instructions**
P1, 3, 5, 7	14/03	
P2, 4, 6	09/03	
Lab Class #4 and 5		**Assignment in class Presentations**
P1, 3, 5, 7	14-21/03	
P2, 4, 6	09-16/03	

Perform a heuristic evaluation (HE) (the three students must work independently in a first phase) using the 10 heuristics by Nielsen or any other set you consider adequate (after discussing in class its adequacy to the specific case).
Find usability problems and assign a severity degree to each problem (use the scale proposed by Nielsen).

Select target users and an important task that must be easy to learn and analyze it using the **Streamlined Cognitive walkthrough (CW).**

Read the slides with guidelines and examples to prepare the presentation.

Prepare a 15-minute presentation (~15 slides in English) briefly describing:
- the application/system and intended usage (target users, main tasks…)
- the methods used in the evaluation (including the heuristics sets)
- the main results obtained with HE and CW
- a table with a summary of problems found by each and all evaluators
- your overall appreciation about the usability and UX

The presentation file should be named as: "PX_name of system evaluated" (e.g. P1_SmartWatch)

Submit the presentation through Moodle:
        March 14 (Tuesday classes)
        March 09 (Thursday class)

The following systems/apps cannot be selected for assignment 1 as they were evaluated in recent years.

- Amazon.com
- AliExpress
- aveirobus.pt
- bet.pt
- Biblioteca
- Booking
- BoxTV
- Cannon app
- CodeUA
- Continente.pt
- CP app + site
- Craigslist
- ebay
- Finanças
- Fnac
- GitHub
- GNS3
- Google home
- IMDb
- Intellect app
- iTunes
- McDonalds (máquina + app)
- Metro do Porto
- MyHut
- Myfitnesspal
- Nintendo switch
- Netflix
- paco
- popcorn Time
- Paco 2
- quantocusta
- Rede Expresso
- Senhas UA
- Slack
- SmartTV
- snapchat
- Steam
- Strava
- Ticket line
- Tinder
- UA mobile
- Uber eats
- Vending machine DETI
- Vouzela App
- WTF
- Youtube
- Router
- Elearning
- Microsoft teams
- radio Popular
- Xbox.PC
- HLTV.org
- Elearning
- Fnac
- LiveScore
- Monday
- OneDrive
- Teams
- Eclipse IDE
- Slack
- Moey
- PCDiga
- Alibaba
- MBWay
- Placard
- Safe Exam Browser
- Tik Tok
- XAZAM
- Facebook
- Pizza Hut (website)
- Box TV NOS
- WhatsApp
- Microsoft Teams
- paco 2.0
- Livro de reclamações
- Pokemon go
- Dolce gosto App
- messenger
- zoom
- Intellect app
- Slack
- Fnac
- IMDb
- Strava
- Tinder
- quantocusta
- paco 2.0
- MBway
- tradestories
- spotify
- Ryan air
- Revolut
- Twich.tv