

CS 3205 - HCI in Software Development
Heuristic Evaluation
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****This is an INDIVIDUAL ASSIGNMENT**

Summary:

For this assignment, you will be performing a heuristic evaluation of mental health applications. The purpose of this evaluation is to help some researchers at the UVa medical school as they begin to study whether or not gamification has a significant effect on the quality of these applications. Your contribution will be used directly in an active research project focused on studying the optimization of mental health applications.

To accomplish this, we discussed (in class) a set of heuristics (i.e., five principles of gamification) that we posit are sufficient for capturing the amount of gamification in an app. Your objective, is to use a few mental health apps over the next week, and detail how well the apps conform to the given heuristics. You will be asked to justify your submissions.

PART 1: Read the associated material

Under the Collab assignment, you will find a document with information about the five heuristics we will be using to evaluate these each application. ***Read this document carefully.*** You will be expected to apply the ideas from this document directly when justifying your evaluations.

PART 2: Use the apps:

Under the Collab assignment, you will also find a document listing which students will be evaluating which applications. Each student is assigned to three apps. Download each of these apps, and use each for 5-10 minutes per day for at least 5 days.

PART 3: Submit the evaluation

After a few days, you will be given a link to an evaluation form for each app. The form will ask you to judge how each of your three apps adheres to each of the five heuristics outlined. You will be asked to justify each of your responses. If your justifications are not convincing, you will lose points.

Grading:

The grading for this assignment is based on both effort, as well a reasonable interpretation / understanding of the heuristics we presented in class.

- **6 Points – Effort:** Student completed the evaluations for each assigned application. The student put reasonable effort into the justifications for each submission. The student submitted at least 2-5 sentences justifying each score.
- **4 Points – Understanding:** The student's justifications for scores are well articulated, and highlight a reasonable understanding of the heuristics identified in lecture. The student has clearly attended lecture and read the supporting material regarding the heuristics and has applied those concepts reasonably in their evaluation.