Workshop 3: Evaluation and Write-up

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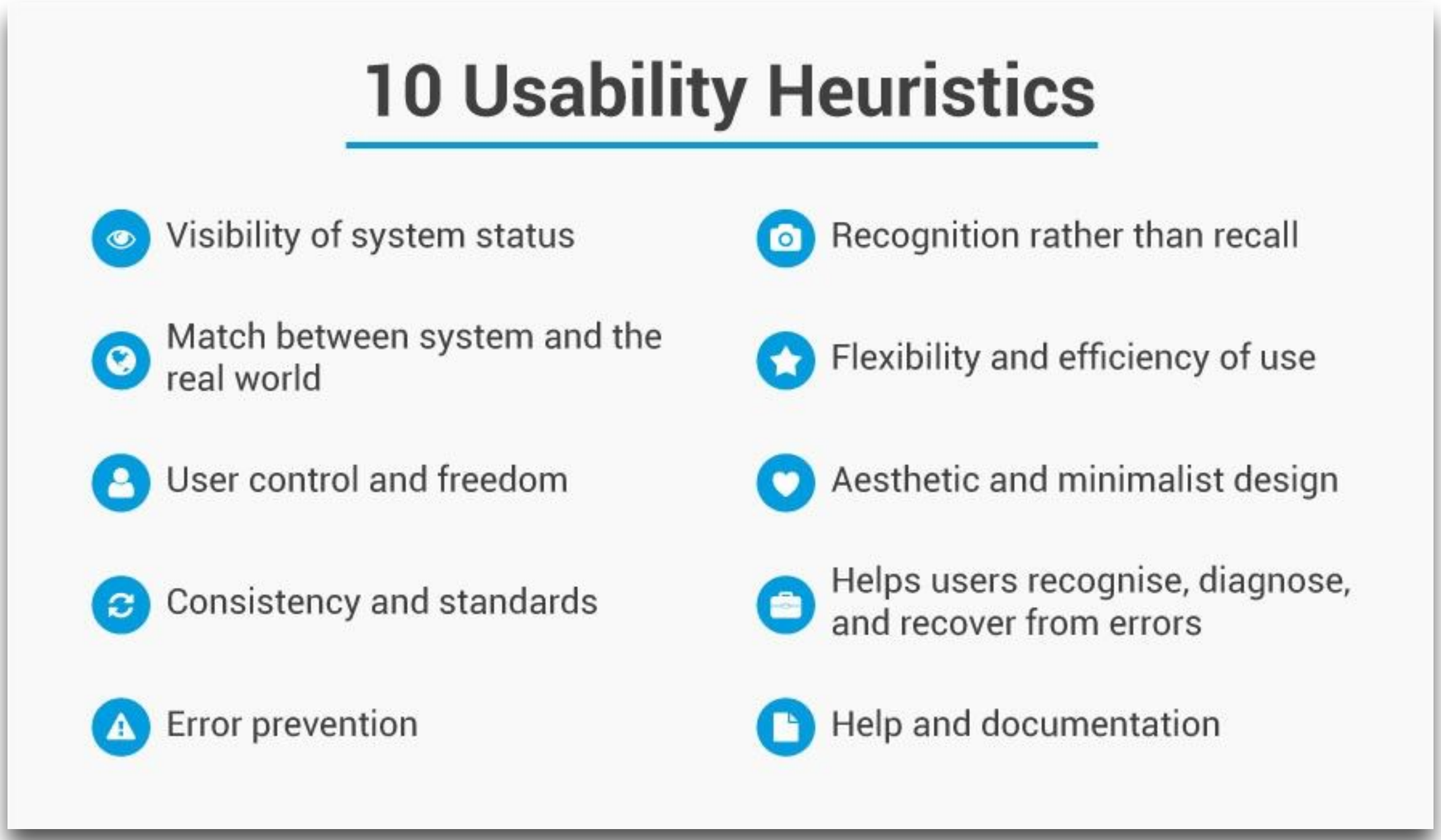
Progress Check

Who has started the report?

Heuristic Evaluation

https://www.nngroup.com/articles/ten-usability-heuristics/



Heuristic Evaluation: Apple Maps

	Applied	Broken	Improvements
Visibility of system status	• Opens with current location • Time and distance to location clearly shown • Type of transport show in top corner	• When loading content user is displayed as a blank screen, this offers no interaction of time left • Can't select your own location online but can on iOS	• Search bar could become a progress bar. This way the user can see the percentage time left
Consistency and standards	• Pinch to zoom • OS sliding menu from side • Within the app all back buttons are displayed in the same corner • The app uses the "Information iconl" for the main menu.	• Can't use slide gestures to navigate back through menus that is common in other iOS apps • Reverts back to current location when trying to view the whole trip	• Implement slide gestures to navigate to follow standards in other iOS apps • Provide user with the option of how to view the route
Recognition rather than recall	• Displays present search history • Set up custom locations • Your location defaults in direction searches	• Will only withhold the last three locations of history	• Enable the user to view all of their location history
Flexibility and efficiency of use	• Quick 'X' to clear search box • Voice Search • Users can touch and drag the map in a direct one-to-one manner • Extra options to control travel time for "expert users" • Button to quickly reset you to your current location	• Not clear to click on suggested routes • Doesn't let you view the long route only the close up	• Check box could signify which is selected/different colours

Heuristic Evaluation

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DO NOT USE THESE HEURISTICS

Heuristic Evaluation

Use these for your evaluation:
https://canvas.swansea.ac.uk/files/1693664

Characteristic	Description
Rapid feedback	As interactions flow, fee as it can be; quick correc
Multiple channels	possible when misund Information among participan in many channels—voice, facia expressions, gesture, body postu and so on; many ways to convey a
Personal information	subtle or complex message
Nuanced information	The identity of contributors to conversation is usually known; characteristics of source can be taken
Shared local context	into account The kind of information that flows is often analog or continuous, with many subtle dimensions (e.g.,
Informal "hall" time before and after	gestures; very small differences in meaning can be conveyed) Participants have a similar situation
Coreference	(time of day, local events); allows for easy socializing as well as mutual understanding
Individual control	Impromptu interactions take place among subsets of participants on arrival and departure; opportunistic
Implicit cues	information exchanges take place, and social bonding occurs Ease of establishing joint reference to
Spatiality of reference	objects; gaze and gesture can easily identify the referent of deictic terms Each participant can freely choose wh
Physical artifacts	to attend to and change the focu attention easily; flexible mo how participants are rea is going on A variety of cues a
	are available i attention impo Pe

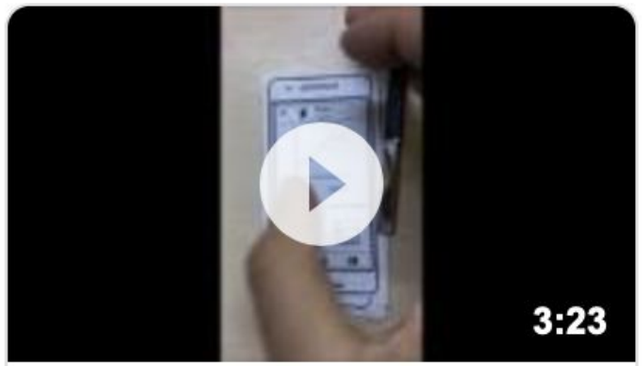
Wizard-of-Oz

Reminder

- Can demo functions of the final prototype without coding them
- Can get the prototype in to the hands of the users early in the development phase
- This saves you time and money

Not Wizard-of-Oz

Videos



Wizard of Oz Prototyping Technique

emre özbay

YouTube - 4 Nov 2016

Wizard Of Oz Prototype Walkthrough - Self-Service Checkout Kiosk

thesmallone29

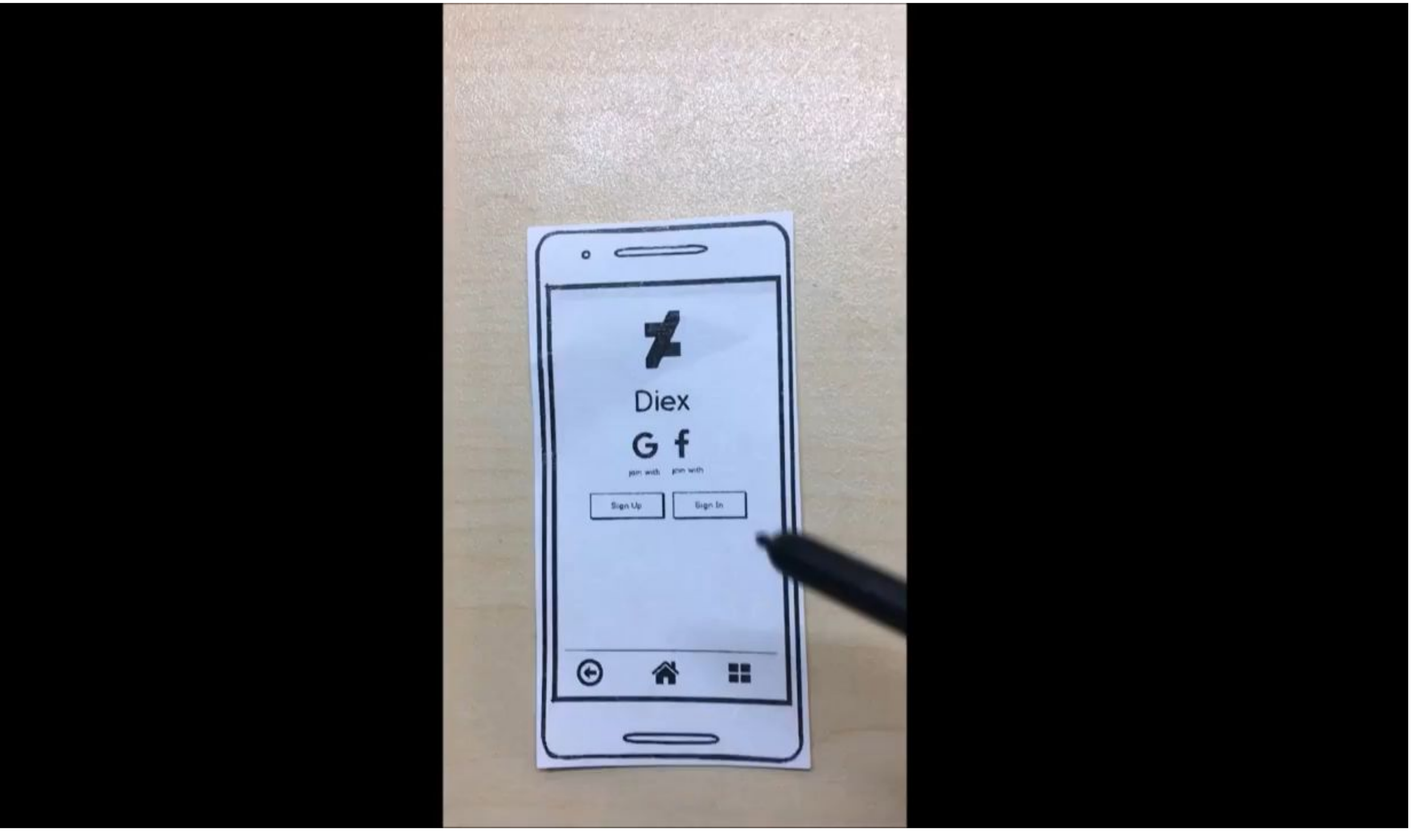
YouTube - 7 Oct 2011

Gui Programing-Wizard of Oz Prototyping Example

RÜZGAR ÜREN

YouTube - 16 Nov 2018

Not Wizard-of-Oz



Watch Wizard-of-Oz

Watch Wizard-of-Oz Evaluation

- Wanted to see how people would use the app in the real world

- Gave participants the app to use in a session meeting actors

- Did an exit interview

Demo

Cancel
9:34
Tap to listen

Discussion

Wizard-of-Oz Evaluation

- What would have you evaluated?

- In your groups think about and critique your study.

- If you haven’t started a study, think about what data you will need to collect.

- What were you trying to measure?
- What data did you collect?
- How did you decide on that data?
- How did you measure it?
- Why was that effective to an answer your question?
- What would you have done differently?
- What were the Benefits doing this over Wizard OZ?
- What were the challenges doing this over Wizard OZ?

Write-up and Reflection

- It needs to cover the entire project.
- Should be written as a report (i.e. with an intro, sections and proper prose)
- Remember collaboration software: Google Docs and Github
- DEADLINE: 27th of April (Final Report)

Jen & Simon will be running a support session Friday

Any Questions?