**SERQUIÑA, ERIKA MAE L. HUMAN COMPUTER INTERACTION**

**BSIT 2 – BLOCK 6 C135**

**Learning Activity 1**

**Heuristic Evaluation**  
  
**Objective:** To be familiarized with the appropriate heuristics used in interface design.  
  
**Task:** Research about Ben Shneiderman’s 'Eight Golden Rules of Interface Design' and compare it with Nielsen and Molich's 10 User Interface Design Heuristics. In your own perspective, which among the two is best to use, justify your claim.   
  
**Tools and resources:** PC, Laptop, or Mobile Phone, Word Processor, Paper.

**Answer:**

In my own perspective, Nielsen and Molich’s 10 User Interface Design Heuristics is better to use for creating my own UI. Because it covers all the general details about User Interface Design that I needed on creating a UI, it is more detailed when it is compared to Ben Sheneiderman’s Eight Golder Rules. Also, it is way too easy in order to understand on every principles it has. On the other hand, the rules are broad and specific so you can apply it in your action and use that guidelines to create a better and a user friendly interface.

**Learning Activity 2**

**Heuristic Evaluation**  
  
**Objective:** To Generate and Conduct Your Own Heuristic Evaluation.  
  
**Task:** Conduct your own Heuristic Evaluation on the two Learning Management System that we are using, Google Classroom and iKonek.  
  
**Tools and resources:** PC, Laptop, or Mobile Phone, Word Processor, Paper.

**Answer:** In this Heuristic Evaluation that I have conducted, I used the Jakob Nielsen’s five qualities of usable product.

**1. Google Classroom** – It is almost 1 year and a half since we used Google Classroom, I remember when it was my first time using this application, it does not really hard to use and it was very easy to familiarize with. As time goes by, I started loving using it every time I used it. I like this Application because it is very easy to use and very clean UI design

* **Learnability** – This Application is not complex to use and it does not give you a hard time and effort to understand its environment.
* **Effectiveness**  - This Application is clearly one of the most effective application that I ever used. For example, the notification and the to do list of it, it is very straight forward and easy to see and understand, the completeness and accuracy of this application are very helpful to achieve every user’s goal like teachers and students.
* **Efficient** – In terms of speed and accuracy of this application, there is no problem with it, it gets the job done with no hassle.
* **Forgiving**  - Google Classroom allows you to recover from your errors and prevent errors by asking you twice each important step or button.
* **Engaging** – In terms of satisfactory of users, it very interesting and pleasant to use because of its effectiveness and cleanliness.

**2. iKonek –** Since the iKonek is new, it is common and natural to have a bug and not as good compare to other platforms. My experience in using iKonek was very tiring, and it gives me and my classmates a hard time using it. There are so many letters, button, icon, widget and the UI was not as good compare to others but I know the developers are continuously updating and improving the iKonek platform to be more responsive and UI friendly .

* **Learnability** – New users will not understand it immediately, it will take time for the new users to understand and to be used to the environment.
* **Effectiveness** – In terms of effectiveness, I have no complain as long as the system do the job properly. You can also see clearly the deadline of your activities posted by your teacher.
* **Efficient** – The efficiency of the iKonek is very decent, you can submit a file with a large size, etc.
* **Forgiving**  - This platform guided the user to prevent and recover the user’s error by asking it many times to verify an specific action.
* **Engaging** – iKonek is decent in terms of its usability, it has some features that the users find it very beneficial.