Our prototype:
https://www.figma.com/file/NqFYnYvu45aCSZNgWsXR8c/Pre-Feeback-Prototype?t=Gs145gG32F4uDFOQ-1

Introduction

- Briefly describe the objective of your evaluation.

The objective of our evaluation is to find as many problems/inconveniences in our design so that we can solve and/or get rid of these before we go further with implementing our design.

- Describe/show the prototype you are evaluating.

Our prototype is the design we intend to use. It shows the different screens, how they interact with each other, the different buttons and what they do, the color palette, and some technical info. For our prototype we chose a lighter color palette that is easy on the eyes but in the future we would want the user to be able to choose between different color palettes so they can have one that suits them.

Methods

- *Experts:* How many experts did you recruit? What is their level of expertise?

We recruited one team of six experts. They are novices.

- *Procedure:* Describe, in detail, what experts needed to do. Someone reading this section should be able to replicate what they did. This should include:
    - How are you instructing experts on what to do?
    - What are the experts seeing? A prototype, application, design?
    - What do they need to do step by step?
    - What heuristics are they using?

The experts should go through our prototype multiple times, while writing down problems they find. Firstly, each expert will go through our prototype alone and afterwards they share their problems with the rest of the team and go through the prototype again but this time together. They will be using the usability heuristic. What the experts will be seeing is the design we intend to use, which is shown and described in the introduction.

step-by-step:

1. Each expert goes through our design on their own and writes down anything they see that could be a problem, inconvenience or anything of the like. They should do this with the usability heuristics in mind.
2. After each expert has done this, they share their findings with the other experts and each expert goes through our design again to see if they agree with what the other experts found.
3. All experts will come together and discuss what they found and explain why what they found doesn't comply with the usability heuristics

4. The experts will go through our design one final time as a team to try and spot anything that they haven't seen yet and write these down alongside the other problems already found

Heuristics to be used:

1. visibility of system status
2. match between system and the real world
3. user control and freedom
4. consistency and standards
5. error prevention
6. recognition rather than recall
7. flexibility and efficiency of use
8. aesthetic and minimalist design
9. help users recognize, diagnose and recover from errors
10. help and documentation

- *Measures (Data collection):* What are you measuring? Describe what the experts need to report, and how you record this. Someone reading this section should know the format of your raw results.

The experts need to report problems they find. They need to report the problems with the format: problem description, likely/actual difficulties, specific contexts, assumed causes. In the problem description they will give a short explanation of the problem. In likely/actual difficulties they will describe anticipated consequences of the problem. In specific contexts they will explain in which situation this problem can occur. And in assumed causes they will describe what they think causes the problem. They will also tell how severe the problem is (low/medium/high) based on the frequency and the impact of the problem.