**ITIS 6400 Principles Human Computer Interaction**

**Spring 2019**

**Project Activity – Evaluation Plan**

The goal of today’s activity is to create an initial plan for evaluating your interactive prototype. Your goal for the project is to gather as much data about the usability and suitability of your design as you can. At minimum, you will be asking participants to perform tasks with your interactive prototype. But you can include additional methods to gather different kinds of data regarding your design. We highly advise you to complete this plan prior to finishing your prototype, to help determine what functionality your prototype must support.

The key ingredients in a usability evaluation design are:

1. **Goals** of the study: what are your usability goals, what other goals or questions do you have regarding your design? For each, what are quantifiable measures of success? For some, this may mean a certain number of clicks, perhaps time, or finding correct information. Others may require asking users questions about subjective impressions.
2. **Participants**: recruitment, number of participants, participant demographics, kind of users
3. **Methodology** **type**: which methods will you use, such as think-aloud, wizard of oz, interviews, etc.
4. **Tasks**: the tasks that each user will be asked to perform. You will then need to design a scenario that includes the task, so that you can provide all the information a participant needs to carry out those tasks with your prototype. Also, for an interview or survey, what questions will you ask.
5. **Data** **collected**: data collected about participants, data collected while performing the tasks, data collected regarding subjective impressions, etc.
6. **Analysis** of data: statistical analysis, reliability of results, qualitative analysis
7. **Interpretation** of results: relationship between the analysis results and the goals of the study

We will cover Analysis and Interpretation in 2 weeks. For now, focus on parts 1-5. Specify each as part of your plan. The tasks you ask the participant to do may help you decide what you need to implement in your prototype. You will also want to create a script to follow for your evaluation, what you will say to participants and how you will explain the tasks, etc.

1. Goals

Search for free available food in near by location.

● Get the available food delivered from nearby restaurants or other locations.

● Donate any kind of good quality waste food.

● Allow to help the people in need of food and reduce waste of it.

● Enable to select from different types of food choices available.

● Provide options to see the food details and images.

● Able to provide any minimal payment options or without any cost food.

These goals should require minimum clicks and swipes for a user. The location and details of food should assure highest accuracy.

1. Participants of the application are restaurant owners, any homeless person, students, and people who can donate the food like people working in catering industry.
2. Methodology: We will use think-aloud as it will give us distinct and direct feedback from users. We can use this feedback to group related issues, suggestions, prioritize the issues and work on them.
3. For consumer of food, we will focus on the Eat feature. For people who can and/or willing to donate the food we will walkthrough the Donate feature.
4. The users feedback after using the prototype will be our primary data which we will analyze in the further steps.