HCI: Design and Evaluation Guidelines (Self Evaluation)

1. Choose any common software interface. Analyze its interfaces by navigating to find out if it adheres to the eight Shneiderman Rules.

Use a Novice User as your reference.

Example: Excel Sheet.
User: 10th standard student.
Present your findings in terms of number of violations per rule for the chosen software.

2. Chose a Software interface and conduct an evaluation using Norman's seven principles.

3. Draw an' interaction model' based on Norman's model for the following Interface: (Assume all suitable and relevant data).

An interface for checking number of Leaves (absence with permission) availed off by a student and their type (Medical, Vacation; Conference visits;). Refer to the student leave rules of your institution for necessary constraints and other relevant data.

4. Draw the Users Mental Model for a Transfer of Money from one account to another on an ATM Using Normans seven principles. Draw a Normans Interaction Diagram for 2 Tasks in any application software of your choice.

5. Chose any Interface of a device or a website and conduct an audit to identify where ten rules formulated by Nielsen have been (i) adhered to (ii) not adhered to. Suggest corrections.

6. For the same Google Earth application conduct a Heuristic evaluation for all ten Nielsen's heuristics and fill up the space under Evaluator 2 in the Table.

What new aspects did you as an expert identify that the first evaluator did not

Heuristics	**Evaluator 1**		**Evaluator 2**		**Evaluator 3**		**Evaluator 4**	
1. Visibility of System Status	**System status if the Network connection is lost is absent**	**Severity: Medium**						
2.								
3.								
. . .								
10								

7. Form a Group (3-4 people)
Choose a Project for Contextual Inquiry.
(Example: Course registration system at the beginning of the semester)
Identify Users / Stakeholders categories.
Conduct a Contextual Inquiry and draw the Flow, and other models.
Draw Affinity Diagram.
Generate Five Work Models.

8. What's the difference between a Heuristic Evaluation and a Cognitive Walkthrough?

Conduct a Walkthrough for a new product being designed to train Computer servicing technicians.
Users: College dropouts (education upto Plus 2 + - 1)
Context: Undergoing training for routine computer maintenance.
Job: Running Virus Scans in a Computer service centre.
Level of expertise: Novice Users. Users' knowledge of computers includes the starting a computer accessing files and folders, opening and closing files.

Task: Schedule a virus scan of System Files for a given time/date. List of Actions: As given bellow in sequence. 1. Select target Scan from Virus scan Software files on computer 2. Select & Open MY Computer 3. Select Windows Folder 4. Select OK 5. Select Schedule 6. Select Enable 7. Determine Time for Scan 8. Set Weekly as Schedule 9. Select Tuesday 10. Select OK to complete task 11. Check if Scan is Scheduled as per settings