ASSIGNED 12 NOV 2017   **DUE 14 NOV 2017 (TUESDAY)**

In this assignment, you will evaluate your colleague's project. Based on Nielson Heuristics and your judgment of the design principles that you have studied throughout the course.

Heuristic evaluation involves having a small set of evaluators examine the interface and judge its compliance with recognized usability principles (the "heuristics") – J. Nielsen.

HURISTIC EVALUATION SESSION

During the evaluation session, the evaluator goes through the interface several times and inspects the various elements and compares them with a list of heuristics. In addition to the checklist of general heuristics to be considered for all elements, the evaluator obviously is also allowed to consider any additional usability principles or results that come to mind that may be relevant for any specific element.

A general recommendation would be that the evaluators go through the interface at least twice, however. The first pass would be intended to get a feel for the flow of the interaction and the general scope of the system. The second pass then allows the evaluator to focus on specific interface elements while knowing how they fit into the larger whole.

Since the evaluators are not *using* the system as such (to perform a real task), it is possible to perform heuristic evaluation of user interfaces that exist on paper only and have not yet been implemented (Nielsen 1990). This makes heuristic evaluation suited for use early in the usability engineering lifecycle.

If the system is intended as a walk-up-and-use interface for the general population or if the evaluators are domain experts, it will be possible to let the evaluators use the system without further assistance. If the system is domain-dependent and the evaluators are fairly naive with respect to the domain of the system, it will be necessary to assist the evaluators to enable them to use the interface.

FEEDBACK

The **output** from using the heuristic evaluation method is a **list of usability problems** in the interface **with references** to those usability principles that were violated by the design in each case in the opinion of the evaluator. It is not sufficient for evaluators to simply say that they do not like something; they should explain why they do not like it with reference to the heuristics or to other usability results.

The evaluators should try to be as **specific** as possible and should list each usability problem separately. For example, if there are three things wrong with a certain element, all three should be listed with reference to the various usability principles that explain why each particular aspect of the interface element is a usability problem.

One possibility for extending the heuristic evaluation method **to provide some design advice and recommendation** is to conduct a debriefing session in a brainstorming mode after finishing the evaluation session. A debriefing is also a good opportunity for discussing the positive aspects of the design.

Source: https://www.nngroup.com/articles/how-to-conduct-a-heuristic-evaluation/

STEPS:
Your group will:
1. Conduct a Heuristic evaluation session on the assigned project.
2. Add your notes as a feedback on the project using SketchFlow player, and then export the feedback file.
3. Fill in the Heuristic evaluation form with the usability problems and your recommendations.

SUBMISSION
Create a zipped file containing (the Heuristic evaluation form, feedback file).
1. Submit it via LMS **before Tuesday 1:00 pm.**
2. Send it via e-mail to the project group leader (of the group that you evaluated).

   P.S: late assignment will NOT be accepted.