

As2. Heuristic Evaluation - Instructions

*is211 Interaction Design and Prototyping
2019-20 T1*

Due: 5 days (120 hrs) before class on week 6
Weight: 6% of final grade.

Collaboration: This is an individual assignment. You must work alone.

Brief

Serve as an expert evaluator for another team's heuristic evaluation.

Assignment

You are the expert! A team will ask you to review their low-fidelity prototype and give your expert opinion. [See this list](#) to find out which team you will evaluate. Since you will be reviewing a paper prototype, the team will be present during the evaluation, because they will need to **play the computer** as you interact with it. Keep in mind that you are the **expert**, and you can go through the interface in any way you want. The team should provide you with scenarios so you will know what they expect users to do with their system. You should focus on these scenarios as you perform your evaluation, but don't be afraid to go beyond what the scenario says if you feel that they miss something important.

Be thorough and write down all the usability problems you can find, **at least ten** of them. Don't try to be "nice" by not reporting usability problems; everything you find will help the team improve their interface. Use [Nielsen's heuristics](#) as a guide and specify the heuristic(s) related to each problem, but don't worry too much about choosing the single best heuristic for each usability problem. What's most important is following the spirit of the heuristics and writing down problems clearly with accurate severity ratings. Use Nielsen's [Severity Ratings for Usability Problems](#) for severity ratings. If you are particularly motivated, you may also suggest fixes for some of the usability problems that you find.

Submission Checklist

Submit at least 10 usability problems by modifying the [template](#) for your team on the [submissions page](#). Make sure to finish on time, because the team will need time to merge all evaluators' results.

Samples

Here is a very good [sample submission](#) that you can use for reference.

Grading Rubric

Make sure you complete everything listed in the **Submit** section. After checking that all required portions are complete, we'll use the following rubric to mark this assignment. Look [here](#) for more information on how to use the rubrics.

- Problems are clear and relevant.

- (+) An exceptional number of severe problems are given (team's severity > 2).
- (+) Solutions are especially numerous and helpful to the team.