**Evaluasi *Heuristic* *User Interface* Moodle**

**Tugas Mata Kuliah Desain User Interface**

**Semester Genap 2017/2018**

**Data diri expert:**

Nama : Usia : Jenis Kelamin : L / P

Durasi pengalaman menggunakan Moodle : tahun

**URL Situs :** <http://cs-learning.ml>

**Judul Tema Situs :** Welcome to ILE Depilkom Unpad

**Deskripsi Situs :** Situs CS Learning tim kami yaitu dirancang menggunakan Moodle dengan dominasi warna beraksen biru gelap ditambah kata sambutan formal internasional yaitu “Welcome”. Pada halaman ini terdapat kontak yang bisa dihubungi dan juga login pada pojok kanan atas untuk mengakses fitur-fitur situs ini. Adapula penjelasan tentang beberapa fitur utama dari situs ini. Setelah login kita akan melihat bagian Dashboard dengan fitur-fiturnya yang sangat lengkap dan bermanfaat yaitu Navigation, Help Desk, Course Overview, Waktu Server, Calendar, dan Upcoming Events. Lalu jika kita memilih salah satu course dari Course Overview, maka akan muncul list materi dan kantong tugas yang mudah dilihat.

Fitur Moodle yang diuji:

|  |  |  |  |
| --- | --- | --- | --- |
| 1 | Frontpage | 7 | Akses Materi |
| 2 | Login | 8 | Online Test |
| 3 | Profile User | 9 | Calendar |
| 4 | Forum | 10 | Pesan |
| 5 | Assignment | 11 | Help Desk |
| 6 | Akses Course |  |  |

Akun yang dapat digunakan:

**ADMIN** : admin | Patricia.65

**TEACHER** : mira | Patricia.65

**STUDENT :** anna | Patricia.65

**GUEST :** akses <http://cs-learning.ml/login/index.php>

NB: Untuk pengaksesan *course*, hanya difokuskan pada **Desain User Interface** saja sebagai uji coba. (*Course* lain tidak ada isinya)

Berikut ini adalah form yang dapat diisi selama proses *heuristic evaluation*. Berikan centang pada pilihan yang Bapak/Ibu rasa sesuai dengan keadaan pada saat pengerjaan. Ket: SBu = sangat buruk, Bu = buruk, N = netral, Ba = baik, SBa = sangat baik.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **NO.** | **Aspek Heuristic Nielsen** | **Rentang Penilaian \*)** | | | | | **Uraian Masalah yang ditemukan** |
| **SBu** | **Bu** | **N** | **Ba** | **SBa** |
| 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 |  |  |  |  |  |  |

\*) Penilaian difokuskan pada *user interface* dan jalannya fungsi dari fitur yang dievaluasi.

**Komentar**

Bagian ini dapat diisi setelah *heuristic evaluation* selesai. Berikan saran dan pendapat Bapak/Ibu di sini. Saran dan pendapat Bapak/Ibu akan sangat bermanfaat bagi pengembangan UI Moodle tim kami.

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**Evaluator,**

(Nama Jelas Evaluator)