Evaluation Protocol – March 29th

***Fill this form as a group and upload it on Canvas by the end of the class (the assignment closes at 9:20 am).***

**Team number:** 2

**Name of Project:**

**Who attended this session:** Cullen Bertram, Mckennley Wilson, Sabrina Wilson, William Boylan

1. Choose your evaluation prototype -10 mins

*Your Evaluation prototype should be either a selection among your lo-fi prototypes (or a combination of them) that will be turned into a Medium-fidelity prototype with interactivity and more content. Plan how you will get the prototype to a point where it can be evaluated. This prototype should be in a form where it can be evaluated by a user: you need to consider the goals users will be able to achieve, the screens that should be presented in order, and incorporate interaction elements like clicks, hovers, and other interaction signifiers.*

* **Prototype selection(s):**  *Describe which prototypes are you evaluating and why.* 
  + The recipe screen, the login screen, the mealshare map, mealshare screen
  + Developing mealshare opportunities on campus is the primary purpose of our app, so we want to ensure that the process for finding and creating mealshare events makes sense to users and helps them to successfully complete these two goals. We also want to see whether users can successfully find recipes in the app, which is another important aspect of creating a sense of communal cooking on campus.
* **Action plan to make it evaluation ready:**
  + Combine our prototypes and add more transitional interactivity to navigate between the different screens by using presented buttons. This will most likely be done by adding a small nav bar on the side or at the bottom of each screen. We may also add functionality to navigate between screens normally when clicking on a meal share event or completing the login screen.
  + Unifying hierarchies (iconography, text, etc.)

1. Choose your evaluation method(s) -10 mins

*Once you have chosen a prototype, choose a method. We will be focusing on Heuristic Evaluation, Cognitive Walkthroughs, and User talk-aloud\*. Consult me if your group thinks you need different methods ( card sorting, Wizard of Oz, etc.).*

*Given that we will conduct only one session of evaluations and having a second session to write the reports, you should plan accordingly to conduct all your testing in time by the deadline.*

*Explain why you chose this method and how it will benefit your design process.*

* Method(s) you will be using.
  + Heuristic Evaluation
  + Cognitive Walkthrough
* Why did you choose this method? Mention both convenience, resources, and especially how it fits the needs of your design process.
  + We chose these methods not only because of the readily available documents that are provided in class, but also because we recently received potenial user feedback from the other students in class during the evaluation. Now, it would be more helpful if we could take a more critical approach as researchers to our issues by conducting a cognitive walkthrough or heuristic evaluation.
  + The heuristic analysis will allow us to compare our design to well-known, widely used principles to determine whether users will be able to successfully use our design. It will also help us determine the severity of any problems so we can prioritize changes for our final, high-fidelity prototype.
  + The cognitive walkthrough will help us determine if the sequence of actions to accomplish the selected task works in the order we chose, or if we need to change the flow of the app to better match the user’s expectations.

1. Create your evaluation protocol – 25 mins

*Prepare the documents you will be using for your evaluation session. Each person will be conducting a session and should have their own copy. Strategize with your group if you need to evaluate different aspects of your prototypes. Feel free to use (make a copy) the templates provided in the folder. You should turn in your evaluation protocol and this document on Canvas by 9:30 am.*

* Create your evaluation protocol: tasks, questions, heuristics. Each usability evaluation will be 30 minutes long. Make sure to include how long you expect each step of your evaluation will take. You can add it to this document or make a separate one.
* Submit this document and your evaluation protocol on Canvas
* Additional heuristics to add to template
  + Promotes community support
  + Provides consummation to each action
* Tasks
  + Find a recipe - 5 min
    - Log in
    - Navigate to recipe screen
    - Select the given recipe
    - Download the recipe
  + Find a mealshare event - 10 min
    - Navigate to mealshare screen
    - Select nearby mealshare event on the map
    - Message the mealshare creator
    - Attend the mealshare event
  + Create mealshare event - 10 min
    - Fill out information (location and food info)
    - Pick out roles/cost
    - Check posting/event for attendance

1. Work on your evaluation prototype

***If you have time left after you turn in your evaluation protocol, start making your prototype evaluation-ready.***

* Focus on Interactions
* Add more details
* Consolidate design
* Make it testable online