


Universidade de Aveiro
 Departamento de Electrónica,
 Telecomunicações e Informática

Guidelines for the Heuristic Evaluation assignment



Human-Computer Interaction, 2019 Paulo Dias, Beatriz Sousa Santos



Human-Computer Interaction, 2018
 deti departamento de electrónica telecomunicações e informática



Beatriz Sousa Santos
 universidade de aveiro

1

Presentation date

- Assignments shall be done by **all four** members of the group
- Slides shall be submitted via Moodle on **March 3, 4, 6 or 7** (the day before the presentation on your Lab class) with a file name:

Number of the Lab Class-Name of the product:

e.g. P1-Skype
or P4-Meo-mobile

- Presentations will be done during the following Lab classes:
Monday, March, 3
Tuesday, March, 4
Thursday, March, 6
Friday, March, 7

2

Presentations - contents

- Presentations must:
 - Include in the 1st slide:
 - The name of the product/system evaluated
 - Name, number, and course of the presenters
 - Name of the course, date of presentation and class (P1, P2, P3, P4, P5, P6)
 - Explain the choice of the productevaluated
 - Briefly describe the product, its objectives, target users and main UI aspects
 - Briefly describe how the evaluation method was used (Heuristic Evaluation (HE) with which set of heuristics and severity scale, and Streamlined Cognitive Walkthrough (if used))
 - Describe the main potential usability issues found with Heuristic Evaluation
 - Describe the main potential usability issues found with Cognitive Walkthrough
 - Show a summary of the problems found with HE by each evaluator in a table
 - Make a general appreciation of the product usability

3

Presentations - results

Heuristic Evaluation

- Concerning each main potential usability issue presented include:
 - Brief description including an illustrative figure
 - Heuristic(s) not complied with
 - Severity degree
 - When possible propose solutions
 - Images/illustrations and demos are welcome to make easier to understand the issues
- Cognitive Walkthrough
- Concerning each main potential usability issue presented include:
 - Brief description of the task analyzed and target user
 - Brief description of the issue including an illustrative figure
 - Which of the two questions failed

4

Examples

- Heuristic Evaluation
- Issue: On/off button does not work
- Heuristic: Visibility of the system status
 - Severity: 4



- Help button at the bottom of the page. May be difficult to find.
- Help and Documentation
- Severity: 1

5

Examples

- No information on how to leave Full Screen
- Recognition rather than recall/ User control and freedom

- Severity: 2



Cognitive Walkthrough:

Task- Turn on and off the video projector using the remote control or directly on the projector

User- any student from the University

Issue: Two buttons On and Standby (with the On/Off symbol)
Q1- Will the user know what to do at this step?

Possibly not!

6

Presentations



- Presentations must:
 - Last for 15 minutes (maximum)
 - Have ~15 slides (maximum)
- Slides must:
 - Be terse and coherent
 - Be numbered (except for the first one)
 - Not use too much text, too many colors, animations, complex backgrounds, KISS principle!
 - Include figures to illustrate the problems
 - Include videos, demos, etc., if suitable



7

7

Presenters



- During the presentation, must:
 - Use a formal, correct and accurate language
 - Speak clearly, fluently and enthusiastically
 - Look at the audience and have a correct stance/ attitude
 - Do not exceed given time nor make a presentation too short

8

8

Please consider



- 15 minutes is not much time!
- Carefully choose what to include in the slides and say during the presentation as to make the most of your work
- Prepare the presentation and **practice it**
- Anticipate the questions



9

9

Assignment evaluation



- Assignments will be assessed taking into consideration:
 - Quality of the Heuristic Evaluation reported:
 - Description of the product evaluated, objectives and target users
 - Brief description of the method used (including heuristics and severity scale used)
 - Description of the main usability problems, corresponding heuristics and severity degree as well as suggestions to improve the UI
 - Description of positive aspects (if necessary)
 - Table summarizing the problems found by each evaluator
 - General appreciation of the UI usability
 - Simple example of Cognitive walkthrough is a plus
 - Quality of the presentation:
 - Organization and clarity of the slides
 - Presentation (motivation, clarity and attitude)
 - Time
 - Answers to the questions

10

10