

Lab 13 – Evaluation Techniques

Human Computer Interfacing

(BESE 14)

Task 1

Choose an appropriate evaluation method for each of the following situations. In each case identify:

- The participants
- The evaluation technique used
- Representative tasks to be evaluated
- Measurements that would be appropriate
- An outline plan for carrying out the evaluation

The situations are:

- a) You are at an early stage in the design of a spreadsheet package and you wish to test what type of icons will be easiest to learn.
- b) You have a prototype for a theater booking system to be used by potential theatre-goers to reduce queues at the box office.
- c) You have designed and implemented a new game system and want to evaluate it before release.
- d) You have developed a system to store and manage student exam results and would like to test whether adding colors to the interface will improve accuracy.
- e) You have designed a website for online shopping and you want to test whether the information is easily locatable/interpretable for your clients.

Note: This task has been taken from your text book. You may consult the tables at the end of chapter 9 to get a summary of different evaluation methods.

Task 2

This task is a part of your term-project. You have to design a questionnaire to get an idea of how usable your system (that you may have partly developed) is. Include different styles of questions and take help from online questionnaires and guides to make questionnaires. Of course your system is not in a final shape as yet but you may still design the questionnaire using your imagination. You have to prepare the questionnaire individually and later on you may compare your questions with your group members and finally come up with a refined questionnaire that you will attach at the end of your project report.

Recommended readings:

<http://www.action-research.com/uua/question3.html>

http://www.ehow.com/how_2305520_make-questionnaire.html

Project Report

The first deliverable of the project report is due within this week. If you manage to finish the lab exercises earlier, you may start with outlining the user centered design features for your system.
