Question 1:

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| name of the Study | When the Evaluation occurred. | How controlled was the Study and what role did the users have.? | Which methods were used.,? | What data was collected and how was it analyzed.? | What was learned from the study..? | Notable Issues..? |
| Online Ice Hockey Game | Prototype of the product was ready | It was in strongly controlled setting involving users. Users played the part to give information about the product usability testing. | Physiological responses were recorded by using experiment sensors on the participants’. And also there was satisfaction questionnaire. | Physiological data and questionnaire result were recorded. | Data recorded from questionnaire used to get the mean ratings on each item. Data recorded from physiological responses was compared for the two conditions used in the experiment | It was not possible to directly compare the means of the two sets of data collected. |
| In the wild study of skiers | Before the first release of the product | It was partially controlled. Users played the part to give information about the product usability testing to the evaluators. | Each skier wore a helmet that had an accelerometer and a mini- camera on top of it to gather the information. | Skiers movement, focus group to learn more about the skiers. | Skier did not check their performance on the slopes. Instead they preferred to wait and review it during break. | Bluetooth links between the GPS system and the smart phone were not reliable and there were other technical problems too. |

Ice hockey Game

Question 2. The main constraint that influenced the evaluation are following-

* Setting in which evaluation took place.
* Product’s usability from the participants’ perspective.
* Types of data being recorded during the experiment.

Question 3. The use of different method helped gathering different types of data related to product’s usability goals and likability. Using different methods helped evaluators to gather enough information to know if there is anything missing in the product or how to make the better in terms of usability goals and user experience.

Question 4. Physiological experiment were directed at usability goals and user questionnaire were directed towards user experience.