Device: Streamzap Media PC Remote

http://img.brothersoft.com/screenshots/softimage/m/
mediate_for_microsoft_windows-98059-1.jpeg

1. What is good and bad about the way the device works?
    1. Good
        1. Buttons are clearly labeled
        2. Buttons are easy to press
        3. Buttons labels make its easy to understand function of the button
        4. All buttons can be accessed with one hand, while holding the device with the same hand
        5. User replaceable batteries
        6. Multipurpose buttons can be programmed to perform user specific actions
        7. Multicolor buttons, make it easier to find a specific function
    2. Bad
        1. No low battery indicator
        2. No LCD screen to display current playing information
2. Give a description of the user experience resulting from interacting with it.
    1. I am very satisfied with this device. It performs the actions I look for in a remote, while being easy to use. The buttons are laid out well and not overcrowded compared to other remotes. I wish it had a low battery indicator, but that's about it.
3. A set of usability and user experience goals that are most relevant in evaluating the device
    1. Should take no more than 5 seconds to find a specific button
    2. Buttons should be laid out in an intuitive manor
    3. Button labels should accurately convey the function of the button they are describing
    4. The process for programming user configurable buttons should be simple to understand and should take no more than 10 minutes
    5. Individual buttons should be able to withstand no less than 100,000 presses
    6. If the remote is dropped from a height of 3 feet, it should continue to work
    7. Every button must be able to be pressed with the same hand that is holding the remote, by an average sized hand
    8. Every button must be able to be pressed with a 90% accuracy
4. Usability and experience goals as two or three specific questions

1. Are the buttons clearly labeled, easily pressed and found?
2. Does the remote stand up to normal wear and tear?
3. Are the buttons laid out in a aesthetically pleasing manor?
5. Repeat 3 and 4 using the design principles from the chapter
    1. Usability and user experience goals
        1. Is the product capable of allowing people to perform all of the functions provided to them by the software running on the HT PC? (effectiveness)
        2. Once users have been trained on the device, can they perform all of their desired tasks in an efficient manor? (efficiency)
        3. How often do users push the wrong buttons, and what can be done to decrease that number? (effectiveness)
        4. Does the product provide an interface for the user to perform all necessary functions from the product? (utility)
        5. Once a user has been trained on the product, how much of that training will they retain without attempting to memorize it? (memorability)
    2. Usability and user experience goals as two or three specific questions
        1. Are the tasks a user must perform easily memorable.
        2. Are the tasks that have to be performed intuitive?
        3. Does the product provide an interface for the user to perform all necessary functions from the product?
6. Discuss possible improvements to the interface based on the answers for 4 and 5
    1. More programmable buttons to fulfill missing features.
    2. Make some of the smaller buttons the same size as the other ones