

## Design for Interaction: Week 9 Design and Testing

Today's workshop deals with ways of looking at and assessing designs, and the criteria we use to make judgments about their effectiveness. There is no specific design output for the exercise, but you should learn from the process. In particular you should gain pointers to the kinds of design decisions you will need to make and justify in the final assessment.

### Exercise: Heuristic Evaluation

This exercise follows on from the end of today's lecture. Go to the following web page: <http://www.id-book.com/firstedition/catherb/index.htm> (this belongs to the website of a book on Interaction Design). A window titled *Interactive Heuristic Evaluation Toolkit* should appear. There are two ways in which this toolkit can be used, described below.

- 1) Select a device, user group and application type, and click "look at suggested heuristics". You will get a list of things which the authors consider to be important in this particular context. Do you agree with their choices?
- 2) Now, go back and choose a different combination of options and click "select your own heuristics". Go through the list, checking the boxes for the criteria you would consider relevant to your chosen scenario – this should make you think more deeply about the purpose of your design. Then click the "compare your choice" link at the bottom of the page to see how your selections compare with those from a previous academic study. Note where your choices differ from the ones provided, and consider why this might be the case. Can you justify the selections you have made?

Now, choose one of the lab tasks you carried out in a previous week and go through a similar procedure. First identify a set of device/user/application options that matches what you were trying to create; then select your own heuristics for this design problem. If the task is relevant to different types of user then repeat the process for each type. Then look at the suggested heuristics for the task, and compare where they disagree with your choice.

Write up a short report on your heuristic evaluation, concentrating on:

- Areas where your selected heuristics and the suggested ones are different.
- The reasons you made those specific choices.
- The ways in which the heuristics for this choice are reflected in your design solution to this problem.

Repeat this exercise for the design tasks you plan to complete for your assessment portfolio.