

COMPUTING PROJECT (COMP08053)

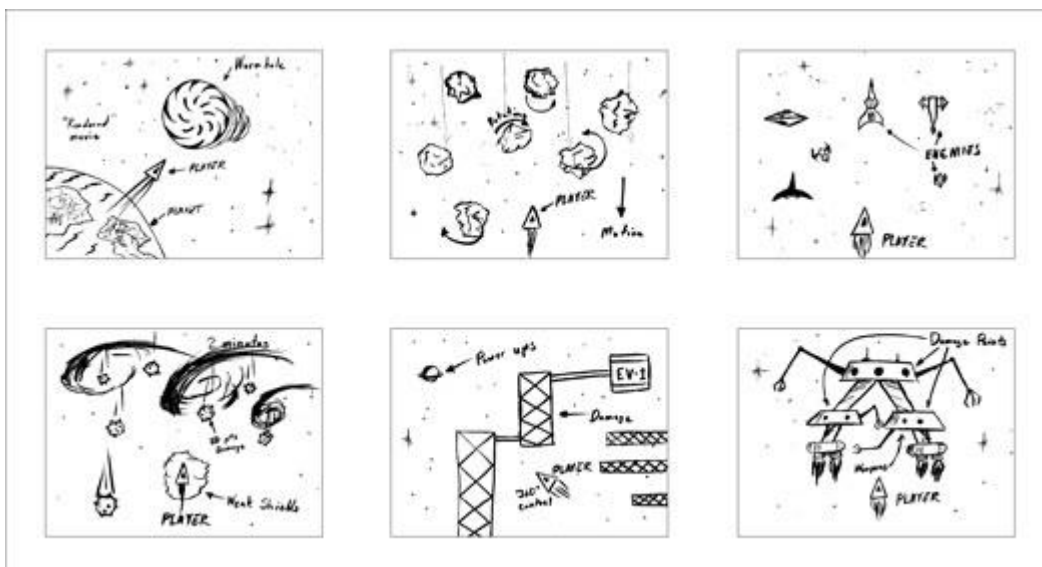
TUTORIAL 5

This week we are looking at usability

1. Produce low fidelity prototypes / paper prototypes for your particular project – whether it is a game, web site, database or some other application. If you are undertaking an investigative report then develop some paper prototypes for any applications that might be relevant to your particular area of study and how users might interact with them. Below are some examples of low fidelity prototypes. You can include examples of low fidelity prototypes you produce in your final project submission to show the process followed in your project.
2. How are you going to test the usability of your prototypes and the usefulness of your ideas:
 - Identify possible representative users
 - How many users are you going to approach?
 - How are you going to approach them?
 - Are the users from the same category or are you looking for different categories of user?
 - Which aspects of your proposed application are you going to test and which do you consider to be the most important?
 - How many tests are you going to conduct and when are they going to be scheduled to take place?
3. If applicable to your project area, use the form for describing usability problems to document your usability tests.

Electronic copies of the form are available from the Computing Project Moodle site

You should spend the rest of the time in the tutorial working in your project groups and discussing key issues or problems that you are encountering. Use the time with your tutor/supervisor to discuss these issues and problems.



Form for Describing Usability Problems

Evaluation id:	Usability Method:	Date:
Start Time:	End time:	Evaluator:

List of problems

Task No	Task Name	Time <i>min:sec used to accomplish (or not) a task</i>	Problem Description	Scene <i>Pointers to where problem was(e.g. page, text, link, image, button)</i>	Scenario <i>Sequence of user action when problem occurred</i>	Severity <i>Rating (e.g. 1 minor, 2 important, 3 critical)</i>	Usability Criteria Involved
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