**Introduction**

This report presents an evaluation of a prototype for an Event Discovery and RSVP mobile application developed for the University of Nottingham Ningbo China (UNNC). The primary objective of the app is to address challenges faced by students and staff in efficiently discovering and managing events, including academic, social, and career-related activities. Key features of the app include event discovery, personalized recommendations, RSVP functionality, and timely notifications, with integration into existing campus services. The design adheres to human-computer interaction (HCI) principles, ensuring an intuitive, user-friendly interface that aligns with the UNNC brand identity.

The evaluation process follows a structured, three-stage methodology. In the first stage, group members conduct a Cognitive Walkthrough (CW) of each other’s prototypes to assess task performance and usability from a user-centered perspective. In the second stage, the group selects one prototype and recruits participants for a Cooperative Evaluation to gather qualitative insights into user interactions. Upon completing the Cooperative Evaluation with a participant, they are asked to complete the System Usability Scale (SUS) form to measure their satisfaction with the app. The findings from this evaluation will highlight both the strengths and weaknesses of the app’s design and user interactions, offering a comprehensive assessment of user efficiency and satisfaction. The findings from this evaluation will highlight both the strengths and weaknesses of the app’s design and user interactions, offering a comprehensive assessment of user efficiency and satisfaction.