Homework 2 Prototype Evaluation
6750: Wednesday, February 11th 2015

You did a lot of sketching during Monday’s class (February 9th). Today, you will evaluate the prototype that you created based on the top design ideas.

Your prototype should accommodate two tasks from start to finish. Note that the way the user tries to complete the task might not be the way you expected—how does your system respond to errors and handle “edge cases”?

During class today, you and your partner will facilitate use of your prototype during one half of the class period, and act as users of others’ prototypes during the other half.

HW2 In-Class Evaluation Step-by-Step

Plan to sit in the pairs that you formed for Homework 1 and Homework 2, at a table with one other pair (two pairs, or four people, per table). Instead of choosing randomly, Pairs 1s should sit across from Pair 2s. Sit next to your partner and across from the other pair. Assign one in your pair as a “note taker” and the other as a “computer”. First, Pair 2s will be users of P1s’ prototypes. Then, we will switch.

<table>
<thead>
<tr>
<th>Activity</th>
<th>Time</th>
<th>Task</th>
<th>How</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>5-10 min</td>
<td>One user from Pair 2 completes the first task using Pair 1’s system.</td>
<td>The P1 “computer” facilitates the task, the P1 “note taker” observes, takes photos and writes notes*.</td>
</tr>
<tr>
<td>2</td>
<td>5-10 min</td>
<td>The other user from Pair 2 completes the second task using Pair 1’s system.</td>
<td>The P1 “computer” facilitates the task, the P1 “note taker” observes, takes photos, and writes notes*.</td>
</tr>
</tbody>
</table>

Pair 2: SWITCH TABLES

3 1 min Pair 2s relocate to a new table All Pair 2s rotate clockwise.

4 15 min REPEAT Activities 1 and 2 with new pairs.

SWITCH PROTOTYPES

7 5-10 min One user from Pair 1 completes the first task using Pair 2’s system. The P2 “computer” facilitates the task, the P2 “note taker” observes, takes photos, and writes notes*.

8 5-10 min The other user from Pair 1 completes the second task using Pair 2’s system. The P2 “computer” facilitates the task, the P2 “note taker” observes, takes photos, and writes notes*.

Pair 1: SWITCH TABLES

9 1 min Pair 1s relocate to a new table All Pair 1s rotate clockwise.

10 15 min REPEAT Activities 1 and 2 with new pairs.

*IMPORTANT INFORMATION TO INCLUDE IN YOUR REPORT FOLLOWS:

As you take notes on the user experience of your prototype, be sure to refer to the Deliverables section of the Homework 2 description.

In addition, document how well your prototype meets the heuristics / principles we discussed in class (J. Nielsen, Ten Usability Heuristics, also listed below). If the prototype doesn’t follow the principle, discuss how you might change the prototype to support the principle in a subsequent iteration of your design. Remember, you can also make changes “on the fly” during in-class testing. If you do this, document what happened in class.
Add all documentation to the final report that you turn in. Note that you and your partner will only turn in one report, so you will need to work together carefully to coalesce your findings, analyses and discussions.

Refer to slides and readings from Jan 26 if you need more detail regarding the heuristics/principles below.

1. Consistency and standards
2. Visibility of system status
3. Match between system and real world
4. User control and freedom
5. Error prevention
6. Recognition rather than recall
7. Flexibility and efficiency of use
8. Aesthetic and minimalist design
9. Help users recognize, diagnose, and recover from errors
10. Availability of online documentation and help
(I realize that you likely won't have "documentation" for your prototype--but can the user seek help if they need it?)