

CS 795/895 –Human Computer Interaction, HW5

In this group assignment, you will do the heuristic evaluation of a UI project assigned to your team. The group consists of 2 members randomly assigned to a UI Project. Each person will evaluate the user interface of two other people in the class. After you turn in your system for Homework 4, you will be randomly assigned to a UI system to evaluate.

You will be getting one system. You should write a heuristic evaluation of the UI project using Nielsen's Ten Usability Heuristics. (Refer to Lecture 8 Nielsen's 10 Usability Heuristics).

Although two people are assigned to evaluate each project, you should **do the first pass of evaluation individually**. Then each evaluator produces list of problems and good aspects. Both evaluators assigned for the UI project then debrief in a session where both evaluators work together to prioritize problems and create a **single final Usability Aspect Report**.

Perform a heuristic evaluation of the systems you have been assigned, and write a report using the [UAR Template](#) (Usability Aspect Report). See a [sample UAR report here](#).

- Your report should discuss both **problems** and **things done well (Good Aspect)**.
- You should include **pictures** of the system that illustrate each of your points in "Evidence". You can use screen captures to do this.
- Each point should be annotated with the particular **heuristics** that are being violated or being followed (put this in the "Evidence" slot). If violated, you might suggest a fix in "Possible solution".
- You should try to come up at least **8** (eight) points that illustrate at least **4** (four) different heuristics. I am looking for insight, subtlety and depth. Thus, saying "the system doesn't have good color choices because it doesn't use color" is pretty trivial and won't count for much. Also, since this is a prototype, saying that functions aren't implemented also doesn't count.
- Be sure each UAR lists **which** heuristic is violated or upheld, and **why**, and what you recommend be done about it.

Your team will be graded for this homework on how well you evaluated the prototype, the quality of the feedback you are providing, how many problems and good things you found, and the extent to which you assign them to the correct heuristics.

What to Turn In

- Each individual team member submits the following items.
 - Your first pass UAR for the system you evaluated before the briefing session with your team member.
 - (this item is same for both team members) Set of UARs after the briefing session with your team member. This will be at least 8 UARs in the UAR report.

Submit the combined pdf documents, hw5-yourlastname.pdf file to Blackboard.