







Revision: your final prototype! – Review heuristic evaluations of T7 prototype

- Group feedback by severity rating
 - cosmetic, minor, major, catastrophic
 - brainstorm solutions
- Revise your interface, addressing as many of the problems found as possible
 - in priority order

- Revision: your final prototype!
 - More functional than T7
 - Focus mainly on
 - the user interface design
 - At least some of the backend should be functional
 - to allow users to provide you with useful feedback
 - Where the backend is not functional, simulate or have popups saying what would happen if the system was fully functional

• Revision: your final prototype!

- Social features
 - Wizard-of-oz fine to simulate multi-user interaction in the system

- User Testing
 - Goal: Identify how well your system meets your requirements
 - E.g., are users able to easily recover from errors?
 - E.g., **How** well the system support the needs you identified?
 - Not a "yes" or "no" question. Looking to understand why it is/isn't meeting requirements
 - Steps
 - 1. Develop evaluation plan
 - 2. Evaluate with (at least) 3 users

• Step 1: Develop Evaluation Plan

1. Review your functional & non-functional requirements. Choose (at least) 3 to assess in your user test.

2. Identify metrics for success

- Through your evaluation, how will you know if your system is meeting your requirements?
 - E.g., if one of your requirements is that your system will help users set exercise goals, how will you know if your system is doing this adequately?
 - How are you defining "adequate"?
 - » Efficiency (e.g., time to completion)
 - » User satisfaction (e.g., most say they would use this feature)

- Step 1: Develop Evaluation Plan
 - 3. Conduct a Think Aloud evaluation. Prepare for your test as follows:
 - Develop a briefing for test users.
 - <= 1 page: purpose of your application, domain information (e.g., aspect of health focused on)
 - Short, clear
 - Don't list all system functionality, just overall purpose
 - » You want to observe how users explore interface, the understandability, etc.

• Step 1: Develop Evaluation Plan

- 3. Conduct a Think Aloud evaluation. Prepare for your test as follows:
 - Develop a set of task scenarios that you will present to users
 - Allow you to gather data relevant to the requirements you are evaluating
 - assess how well your system is meeting your requirements
 - Write the concrete goal of the task (e.g. "buy milk, tomatoes, and bread"), not specific steps to follow



• Step 1: Develop Evaluation Plan

- 3. Conduct a Think Aloud evaluation. Prepare for your test as follows:
 - As a team, rehearse going through your evaluation plan (briefing, tasks, prototype, questions asked).
 - One facilitator
 - (guides the test and asks questions)
 - Others
 - observers and note takers

- Step 2: Evaluate with (at least) 3 users.
 - Use your evaluation plan
 - Take copious notes (note cards)
 - what you see users doing
 - what they say during the user test
 - help you assess how well your system is meeting your requirements
 - additional information
 - that is more generally useful in helping you evaluate the usability, utility, or user experience of your system

• Step 2: Evaluate with (at least) 3 users.

- affinity diagramming analysis
 - to organize these observations into themes.
 - Report findings in T9 (presentation) & T10 (final report).

- What to Post
 - On your team webpage, post a link to your interface.
 - On Blackboard, a PDF file with:
 - Startup instructions
 - on installing/running whatever software is required to run your prototype, platform and browser requirements (this MUST be easy).
 - Team Credits
 - Software Credits: all code, graphics, etc. that your prototype utilizes that you did not create yourselves

15 — EXTRA CREDIT Basic GUI Development

Due April 11, 6pm

I5: EXTRA CREDIT

• Optional

- Must be done individually
- Opportunity to get a 20% increase in lowest grade
 - Max grade: 100%
 - E.g., if you have an 85% on I2, can move up to 100%
- What will you do?
 - User & task analysis
 - Storyboard
 - Basic GUI

I5: EXTRA CREDIT

You have just purchased a new bistro, which is one of the new hippest spots to socialize and eat in town.

As part of the experience that makes the restaurant unique, it uses the latest and greatest technology.

The previous owner ordered enough tablet computing devices so that each diner could have a tablet for electronic ordering and service during the meal.

Your goal is to figure out how to use these tablets to enhance the social dining experience.



I5: EXTRA CREDIT

• Storyboard

- Depict how users will use your system as they complete the 3 tasks you've identified
- A short (1 sentence) caption beneath each illustration
- Neat
- Demonstrate what you've learned about storyboarding
 - (e.g., not just a set of screenshots)



I5: EXTRA CREDIT

- Post report to Blackboard:
 - Give your application a title.
 - Stakeholder & Task Analysis
 - Storyboard
 - Written portion of this assignment (user & task analysis): no more than 5 pages long
 - double-spaced, 1 inch margins, 12 point font, PDF format
 - Any text over 5 pages will not be graded





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PAPER PRESENTATIONS

- Taylor et al., Homes That Make Us Smart, Personal & Ubiquitous Computing'07 Wenjing Wang
- Brown et al. Locating family values: a field trial of the whereabouts clock, Ubicomp'07 **Do Hyong Koh**
- Cohn et al., Your Noise is My Command: Sensing Gestures Using the Body as an Antenna, CHI 2011 Ganesh Arumugam

14: HEURISTIC EVALUATION

Due at conclusion of class today

HEURISTIC EVALUATION

- Evaluate 1 prototype (assigned)
- Not anonymous, may ask for clarification
 But attempt to figure out system for yourself
- As a team
 - Introduce your system to your evaluators
 - User characteristics
 - Tasks

HEURISTIC EVALUATION

- Use Nielsen & Schneiderman's heuristics
- Make a numbered list of usability problems and successes you find
- For each problem or positive comment:
 - describe the problem or positive feature
 - identify the relevant usability heuristics (from Nielsen's Ten Usability Heuristics)
 - Discuss violation or conformance
 - Estimate severity
 - · Cosmetic, Minor, Major, Catastrophe

HEURISTIC EVALUATION

- You may use your notes and any course readings to assist you in your evaluation.
- Try to recommend solutions for the problems
- Be thorough
 - At least 10 useful comments (positive or negative) about the interface that you evaluate





Teams Teams Teams 1,2 & 7 3 & 4 5 & 6		
Team	URL	Evaluated By
1	http://hci.xmercury.com/	Team 2 (Yucheng & Junlei) , 7
2	www.ccs.neu.edu/home/raywjl/team_index.html	Team 1
3	www.ccs.neu.edu/home/poonam14/TeamPage/home.html	Team 4
4	www.ccs.neu.edu/home/navneet/aboutme1.html	Team 3
5	www.ccs.neu.edu/home/zhichun/team/index.html	Team 6
6	www.ccs.neu.edu/home/bailu/team.html	Team 5
7	www.ccs.neu.edu/home/mzisook/HCIPrototype/index.html	Team 2 (Yang, Yongxiang)