

# User Interface Design

## Tutorial #10

May 14, 2007

### Heuristic Evaluation

With the computer prototype and material you created from Tutorial #8, find a group different to yours and exchange your prototypes and materials with them (i.e. exchange the actual prototype (program), the startup instructions, and a description of the purpose of your application and some background information about the domain).

Try to run the prototype you received and do a heuristic evaluation on it. You don't have to do your heuristic evaluation right away, but poke around a bit and make sure the prototype appears to work, so you can notify the other group in case it doesn't.

Follow the heuristic evaluation procedure to evaluate both interfaces carefully. Make a list of usability problems you find. For each problem, you should:

- describe the problem
- identify the usability heuristic it violates (from Nielsen's Ten Usability Heuristics, or any other guidelines we've discussed in class)
- explain why the heuristic is violated
- estimate the severity of the problem (cosmetic, minor, major, or catastrophic)

You aren't required to recommend solutions, but any ideas you have would no doubt be appreciated.

## **What to Hand In**

Create a report as PDF file, and hand it in to the other group (you don't have to hand it in via blackboard, the report will not be graded). Write your reports in a readable style. In particular, don't bury the problems you found in reams of free-flowing prose. Highlight the problems with a clear structure, e.g. Problem, Heuristic Violated, etc. Where possible, include screenshots with relevant locations marked to illustrate the problems you found. In general, make your report easy to read and understand.