

# ASSIGNMENT 5 – HEURISTIC EVALUATION

DUE: DECEMBER 20, 2022

## OVERVIEW

Perform an evaluation of another group mid-fi prototype by applying Nielsen's heuristics. This assignment must be done **individually**: use the lab hours devoted to this assignment to perform the evaluation and complete the work in the following days. Please, read the **entire** document carefully.

## EVALUATION

1. **Read the README of your assigned prototype.** Look at the Assignment 4's README of your assigned prototype. You can see which prototype has been assigned to you in the following documents, one per slot/theme:
  - a) [Digital Wellbeing](#)
  - b) [VR/AR for Education](#)
  - c) [Humans meet AI](#)

You can run through the assigned prototype a couple times before doing the evaluation.

2. **Conduct a heuristic evaluation of your assigned team's prototype.** With the help of the three tasks included in the README, evaluate the assigned prototype by applying [Nielsen's ten heuristics](#) (also listed at the end of this document).
  - a) Use the [provided template](#) as a guide for conducting the evaluation and taking notes. The final version of that report will be submitted for the exam.
  - b) Keep the list of heuristics in front of you while using the prototype and take plenty of notes.
  - c) Specify which heuristic(s) each problem you found is related to. If a problem is not strictly related to any heuristics, mark it with "HN: Non-heuristic issue".
  - d) Add a rating for each identified problem by applying [Nielsen's severity ratings](#): 0 = not a problem, 1 = cosmetic, 2 = minor, 3 = major, 4 = usability catastrophe.

Focus on giving feedback on the implemented functions rather than pointing out missing features. We recommend doing the evaluation during the dedicated lab hours: in this way, you can ask both the other group and the teacher for any clarifications.

## SHARE THE RESULTS

1. **Agree with the other evaluators on the found violations.** Meet with the other evaluators of the same prototype. Starting from the results of the individuals' evaluation and notes, merge duplicate problems and agree on the overall rating for each issue.
2. **Summarize and share the summary of the violations with the assigned prototype's group.** Fill an online document ([copy this template](#)) together with the other evaluators. When done, add the link of the document to this [online spreadsheet](#), so that the group who created the evaluated prototype can see it.

The group will then use the reported problems to start Assignment 6: do your best and do not try to be “nice” by not reporting some issues.

## DELIVERABLE

By the due date, you must share the joint result of the evaluations with the group of the assigned prototype, by adding the link to a [shared online spreadsheet](#). This assignment does not have any other intermediate deliverables. The report of the individual evaluation must be delivered by the exam deadline.

## NIELSEN’S HEURISTICS (+1) AND SEVERITY RATING

Heuristic #	Heuristic Title
H1	Visibility of system status
H2	Match between system and the real world
H3	User control and freedom
H4	Consistency and standards
H5	Error prevention
H6	Recognition rather than recall
H7	Flexibility and efficiency of use
H8	Aesthetic and minimalist design
H9	Help users recognize, diagnose, and recover from errors
H10	Help and documentation
HN	Non-heuristic issue

Rating	Description
0	I don’t agree that this is a usability problem at all
1	Cosmetic problem only: need not be fixed unless extra time is available on project
2	Minor usability problem: fixing this should be given low priority
3	Major usability problem: important to fix, so should be given high priority
4	Usability catastrophe: imperative to fix this before product can be released