



Week 3 Studio

2020/01/27

Today's
agenda

Discuss A3
(prototyping)

Pair up for A4
(heuristic evaluation)

Discuss A3

Each group talk for 3 minutes (timed)

- POV
- Inspiration board
- storyboard
- Paper prototypes

Audience (1~2 min feedback)

- What did you learn?
- What's their most valuable insights?
- Suggestions (I like/ I wish)

Group
assessment

Honest reporting: e.g.
rarely do all students split
the work evenly every
week, and most groups
have some interpersonal
or scheduling issues they
are still working through

Self-assessment of your team

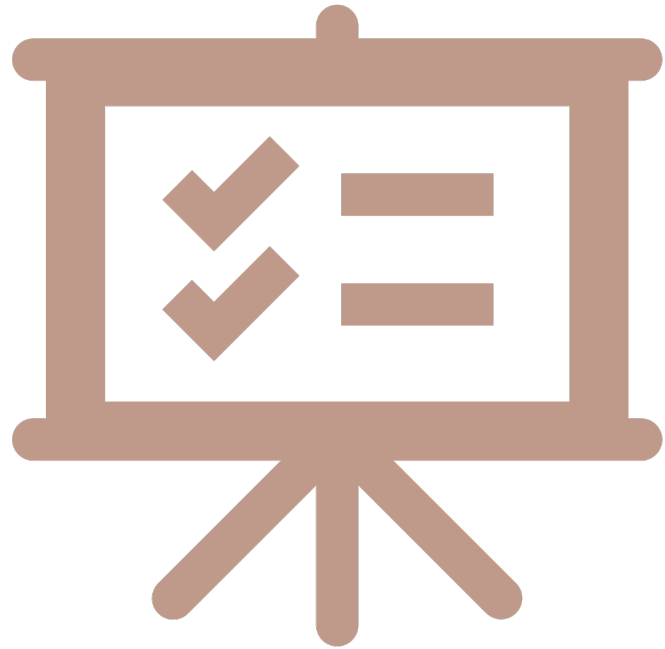
Honest responses are important: how the group is working together, and if someone is not pulling their weight, let us know now so we can help you in time.

Go over A4 (Heuristic evaluation)



Each person will conduct a heuristic evaluation of both of another team's prototypes.

- Meet at least two members of that team (a moderator, a "computer")
- Walk through both prototypes
- Mark down any usability issues you encounter
 - Conduct the evaluation over the weekend is recommended
 - So we can use next Tuesday class for next steps (wireframe and video prototype)



Heuristic evaluation

A process of finding common usability issues.

- Avoid programming a UI that has obvious usability issues

Let's walk through the basics by watching some videos and guides together

More technique will be introduced on Tuesday

Basics: more details on A4 page.



How to conduct an HE, 10 Usability Heuristics



Nielsen's severity ratings



Write down usability issues:

Which of 10 usability heuristics is being broken
Rate the severity of the issue



Create a Google sheet, share it with the team that you are evaluating.



Two worksheets for your reference.

Things to keep in mind



ONE ISSUE AT A TIME



HAVE A GOOD BALANCE
OF VOLUME AND QUALITY

Heuristic
evaluation
(HE)

Some of you will begin
as evaluators.

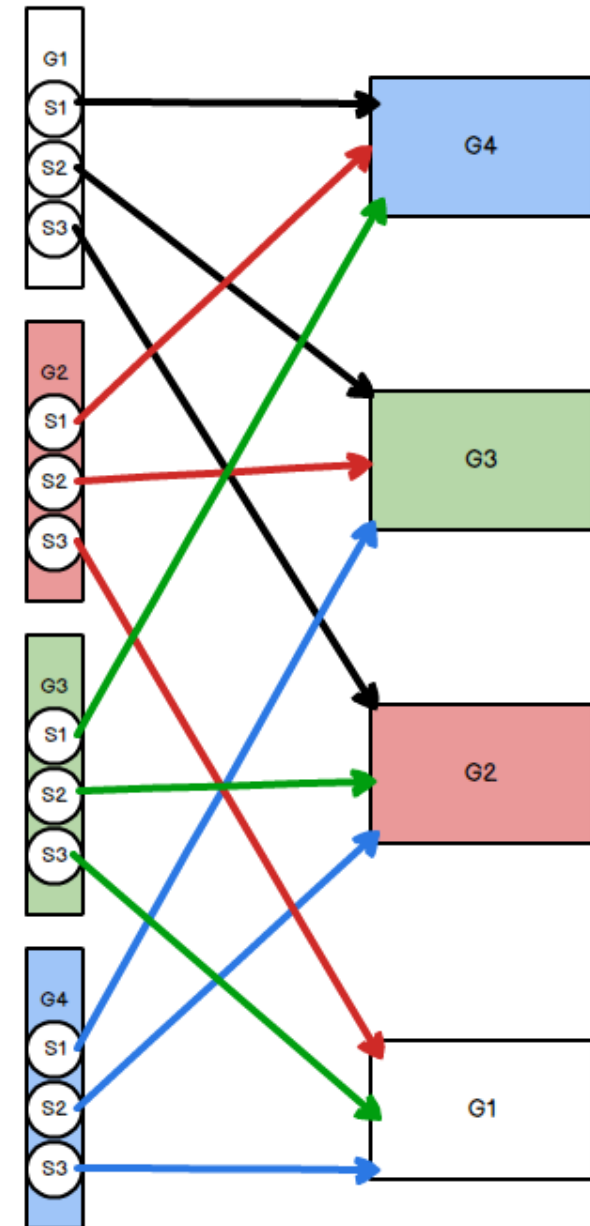
Students who are not
evaluating should
observe and take notes.

HE arrangement

Each student: find another team to conduct the HE

No two students from the same group should evaluate the same other group's work.

Each team should at least receive three different evaluations.



Next week

Lab will be used for A4 and A5

A4: make a video prototype for your app

Have a great
weekend!

