INFO3315 Human Computer Interaction

Worksheet Week 9 – Evaluation

In this tutorial you will continue evaluating the functionality of your prototypes and improving the designs accordingly. For this tutorial it would be necessary for you to have your prototypes drawn in Figma, given how close we are to the submission deadline.

Part 1 – ThinkAloud

1. Use your **prototypes/wireframes** that you created in the previous tutorial.
2. Define a **user goal** that needs to be accomplished with the help of your prototype.
3. Create s**ample tasks (at least 2)** that focus on the aspects of the design to be evaluated (e.g., delete an item from a shopping cart, pay for items in the shopping cart, place an order, pay for an order, etc).
4. Make sure your tasks ask users **what to do without** giving them instructions on **how to do** the tasks.
5. For this task, you will need to **invite at least 1 person from another group to perform the tasks on your prototypes**. For that reason, within your team, please select at least 1 person who will be a user to perform these tasks for another group.
6. Within your team, please **identify** the required roles to run the ThinkAloud session: e.g., 1 facilitator, 1 researcher writing down the user's comments and observations, 1 prototype executor.
7. Invite the user from another team and **perform the ThinkAloud** session.
8. **Review the comments and observations** collected during the ThinkAloud session.
9. With the team **identify** common usability issues, patterns, and potential areas for improvement.
10. Present your findings to the class.

Part 2 – Alter the prototype

Informed with the feedback from the ThinkAloud, please **change your prototypes accordingly**. Present the changes to the class.