

# Assignment 5

Programming Usable Interfaces - Spring 2009

Assigned: 21 Apr

Due: noon 28 Apr

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## Heuristic Evaluation of Each Other's Interfaces

Perform a heuristic analysis of the prototype created by the person in the class you were assigned to (see table below). In the table, the person on the left will review the prototype created by the person on the right. Please get in touch with the person who is reviewing your prototype, and the person whose prototype you are doing, and make sure you get together to show and evaluate the prototypes.

For your report of your heuristic analysis of the prototype, you should prepare User Action Reports of the critical incidents (both good and bad). See the template for the UAR reports on the course website.

For your analysis, you should use the heuristics as described in the Nielsen textbook. You should be able to find at least six (6) things to write UARs about, using at least three (3) different heuristics, but probably many more. Be sure each UAR lists which heuristic is violated or upheld, and why, and what you recommend be done about it.

Turn in your reports via email to the instructor and to the person whose prototype you are reviewing, with subject "a5 heuristic your name - prototype creator's name"

You will be graded for HW<sub>5</sub> on how well you evaluated the other person's prototype, the quality of the feedback you are providing, how many problems and good things you found, and the extent to which you assign them to the correct heuristics.

Later, your grade for HW<sub>4</sub> will be based in part on your response to your classmate's Heuristic Analysis of your prototype (what you fixed based on what they found), so it is important to you to make sure your classmate gets a chance to evaluate your prototype.

Name	<i>Will review</i>	Name
Mary Barreto		Josh Coe
Sofia Nunes		Katia Semalheiro
Josh Coe		Joshua Zuniga
Joshua Zuniga		Sofia Nunes
Katia Semalheiro		Nuno Laginha
Nuno Laginha		Mary Barreto