

PUI Template for Usability Aspect Report

Complete this form *once*, as the first page of your report:

Study Name: <Name of this user study, or product being tested>
Date of Study: <When run >
Experimenters' Names: <Names of experimenters present>
Subject ID: <Anonymous identifier for the subject. Usually a number>

- anind 8/1/09 14:30
Comment: Unique name with the prototype version. Be explicit – don't say 2nd iteration, because to some that means 2nd Flex and to others than means 2nd prototype
- anind 20/3/07 14:01
Comment: Give range of dates
- anind 20/3/07 14:02
Comment: You can do this for each user or for each round of testing

Complete this form *for each* problem or good aspect that you observe. (An empty form, suitable for actual use, is on the next page. These are the instructions).

No. <The <i>type</i> of observation (HE, CW, TA) and <i>unique number</i> >	Problem/Good Aspect <circle one>
Name: <Succinct description of the usability aspect>	
Reference: <Time code, hyperlink, line of transcript, picture, or other way to find source of problem>	
Evidence: <Include facts about the interface and the technique. Format and content depend on technique used. Pictures may be appropriate>	
Explanation: <Your interpretation of what's bad or good about this interface aspect, including the heuristic that was violated. While you can use the heuristics from the Nielsen text, I would prefer that you use the newer set of heuristics, found in Bonnie John's powerpoint slides on HE and UARS, posted in the same place as this file. If you do use the older heuristics, include a note about this in your submission, so the TAs and I know that.>	
Severity or Benefit: <If a problem, then give the severity of the problem. If a good aspect, then give the benefits to the user that you see from this aspect>	
Possible solution and/or trade-offs: < If a problem, propose a possible solution. You may leave this blank for quite a while and fill in after more analysis or when an inspiration hits. You MUST include trade-offs to be credible. If you can't think of some bad trade-off, say so. If a good aspect, then trade-offs also are appropriate >	
Relationships: <Cross reference other UARs this relates to (if any)>	

- anind 20/3/07 14:03
Comment: Think-aloud: TA
 Unique number should be something that indicates how many UARs and which user this applies to
- anind 20/3/07 14:03
Comment: Don't forget!
- anind 20/3/07 14:04
Comment: Put in an image and circle/highlight the important details (paper prototypes too)
- anind 20/3/07 14:07
Comment: What does the user do to cause the error or problem? How do you know there was a problem/benefit?
- anind 20/3/07 14:05
Comment: Why did the user have this problem? Was it the user or the interface/system? Identify a heuristic that explains this problem and why it applies
- anind 20/3/07 14:09
Comment: Severity: 0-4.
 0: not a problem
 1: cosmetic
 2: minor usability
 3: major usability
 4: usability catastrophe
 Impact of the problem, and persistence of problem
- anind 20/3/07 14:08
Comment: Don't forget!