

High Fidelity and Evaluation Report: Project title

Name(s) (emails)

1. **Heuristic evaluation.** Please develop an interactive version of your system (re: prototype means that you do not need to develop the whole functionalities – remember horizontal vs. vertical prototype?). Then do heuristic evaluation on this version, choose an appropriate set of heuristics (if Nielsen’s heuristics is not applicable) – you may also use accessibility guidelines (e.g. WCAG) if appropriate. Describe the problems with your current system in reference to the heuristics you choose. Remember, for a heuristic evaluation you need to report the severity of the problem (1-4) and what the problems are. If you are in a team (i.e. the undergraduate students), do the heuristic evaluation as a group); otherwise do it on your own. Please remember that you need to do at least two passes. See <http://www.useit.com/papers/heuristic/severityrating.html> for more detailed explanation on how to assign severity ratings.
2. **Revision.** Describe how you revise the system to address the problems that your heuristic evaluations find (I need the interactive system itself to be delivered, please; give me a URL where you place the system if it’s a website and you don’t store the local version anymore, make a movie if it’s hardware).
3. **User testing.** Please do user testing with at least 5 users (you can use the same users as the ones you ‘recruited’ before) on the revised prototype. You are free to choose any of the testing method (please beware that some methods are not stand-alone methods, so for example, remote testing has to be used with other method). Report
 1. **Method.** Why you choose that particular method, how do you ensure the method is appropriate for your particular system. Please also compare and contrast this method (strengths and weaknesses) with one other testing method.
 2. **Users.** List their details (age, gender, experience with similar system, domain expertise, etc).
 3. **Testing setup.** Where, when, how you did the experiment, what the tasks are, questions you asked, variables, how you ensure there is no nuisance that affects your data etc.
 4. **Results.** Problems users picked up and how you plan to revise them. Argue why those are problems (or non-problems)
4. **Final version.** This is where you describe how the final version is, and how it performs compared to the products that are out there in terms of HCI aspects (pick your aspects, it can vary wildly from usability criteria, design principles by whoever – Dix et al, software engineering, etc). Again, please deliver this final version (see 2.)
5. **Extension.** And this is where you describe possible extensions if you would have had time and the expertise required. Justify why those extensions are good (in terms of HCI aspects again).