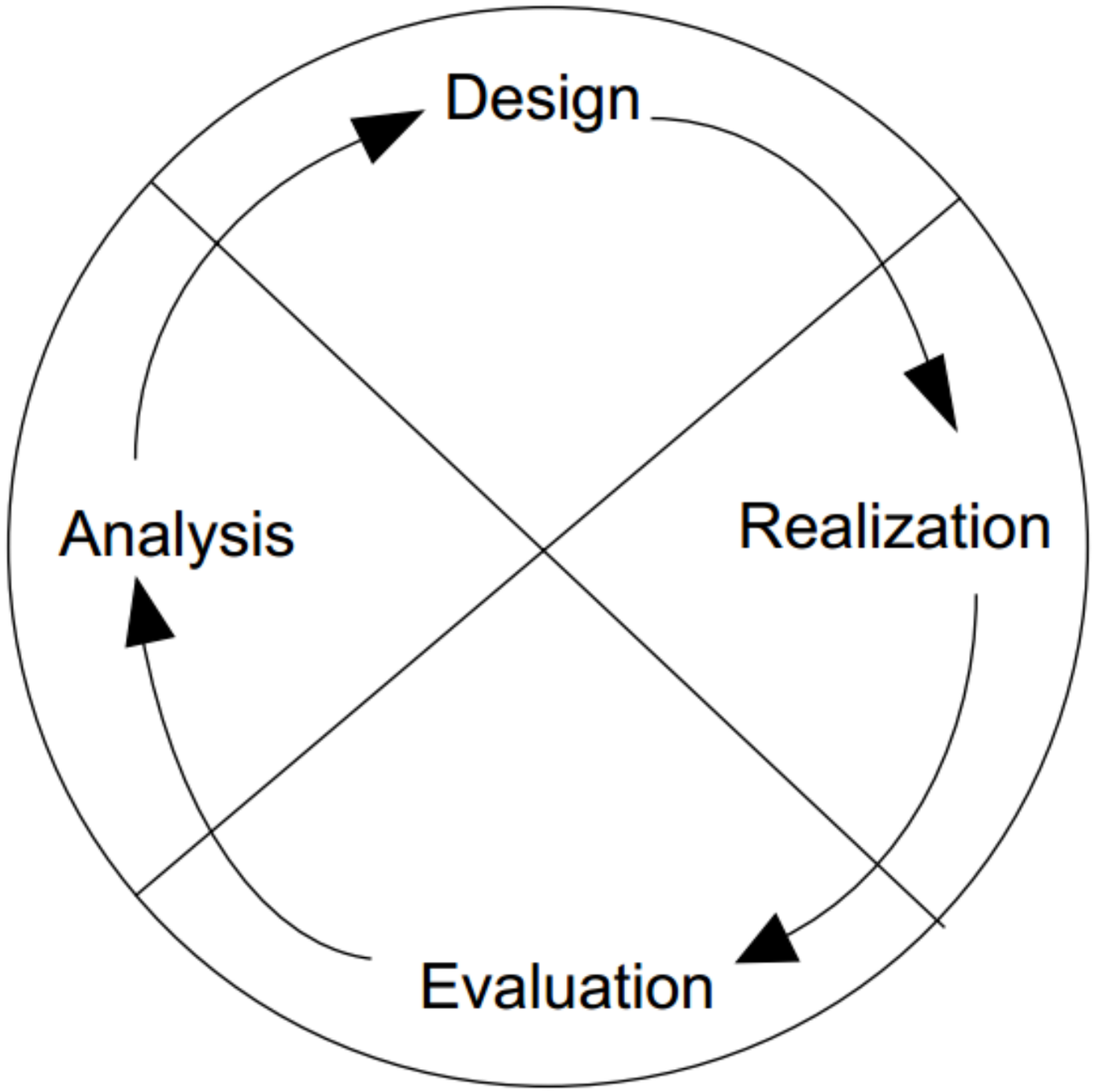
Breakoutsession No. 6

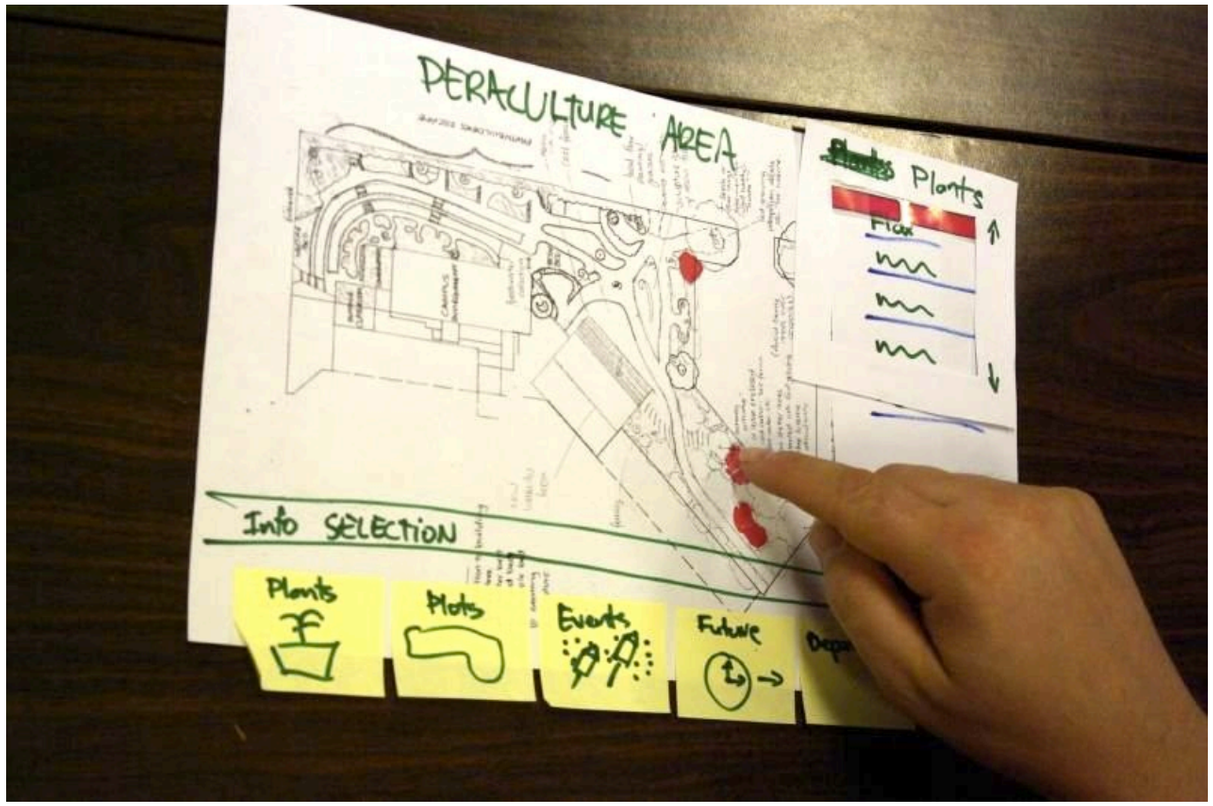
Evaluation


Design
Realization
Evaluation
Analysis

Intro & motivation		
	Formative	Summative
Analytical	Cognitive walkthrough	Heuristic evaluation
Empirical	Prototype user study	Controlled experiment Usability lab test Field studies
Discussion and take-home thoughts		

Cognitive Walkthrough

- goal:
  - evaluate understandability
- method:
  - evaluator goes through a set of tasks
- procedure:
  - defining the input:
    - who will be the users?
    - what tasks will be analyzed?
    - what is the correct action sequence for each task?
  - during the walkthrough:
    - will the users try to achieve the right effect?
    - will the users notice that the correct action is available?
    - let the users talk!



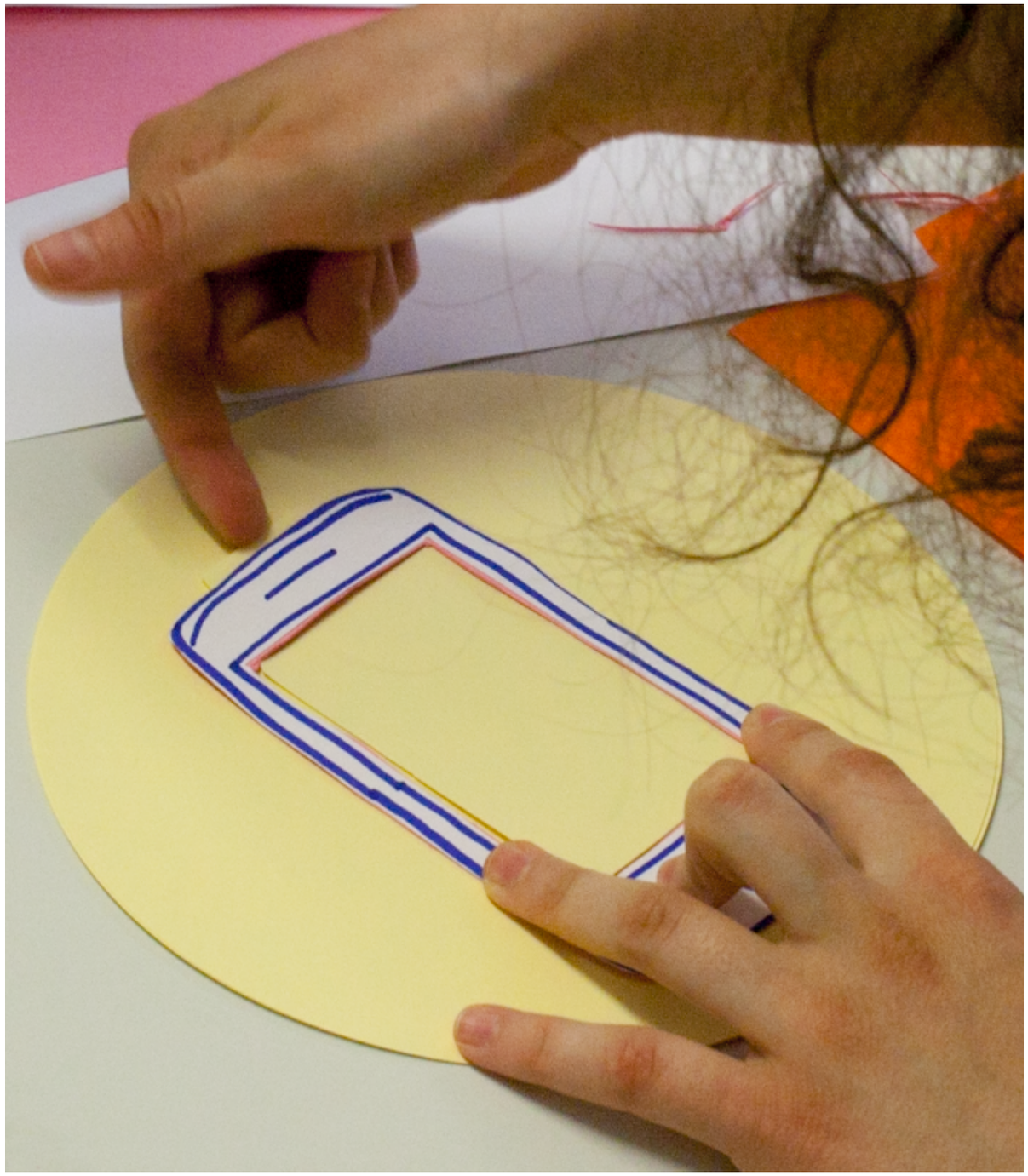
http://commons.wikimedia.org/wiki/File:ELiving_Campus_Paper_Prototype_2.jpg

Task

- prepare for a cognitive walkthrough:
  - define tasks to be analyzed and the correct action sequence for each task

- choose persons of the groups next to you to evaluate the prototype

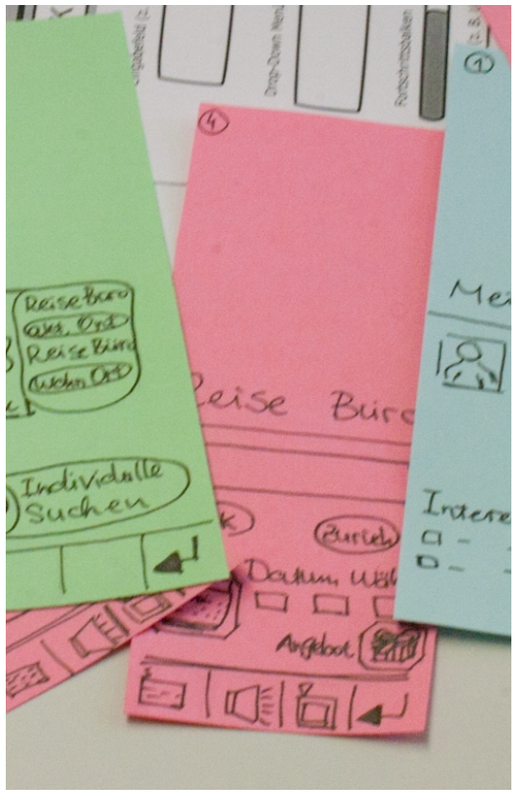
- do a cognitive walkthrough:
  - write down the results of the test
  - think about the next version of your app



Homework

- prepare for a presentation:
  - 5 minutes max, not too many slides
  - slides should contain:
    - show your concept
    - first prototype (pictures, annotations)
    - findings of evaluation
    - improved prototype (bring it with you)

  - send it via email to sebastian.loehmann@ifi.lmu.de
  - file format: PDF
  - deadline: Tuesday, 17.06.2014 – 1 p.m.
  - date of presentation: Wednesday, 18.06.2014



Klausuranmeldung nicht vergessen