

Heuristic Evaluation of AdventureCraft

1. Problem

Making writing not only fun, but also collaborative and educational.

2. Violations Found

- H2-10 (Ben also mentions), There may be too hard vocabulary for the level of children that you're targeting: "Option", "Archive", "Submit". Does a child of elementary school age know what "Title" is? 6th graders yes, first graders I wouldn't know.
- H2-4, If you wish to talk of "type"ing for the actual act of typing in the story ("Type the title of your story..." on the title screen), then the word "type" should be used consistently, instead of occasionally using the word "write", which might inspire taking a crayon and scribbling it on the smooth screen of the tablet.
- H2-4, "Improve your writing by choosing which sentence below is better", in the play-a-game-*during* writing screen, is different from the copy on the play-a-game-separately screen, and in a different font.
- H2-1 (Boris also mentions), An icon is being used for the amount of time left in the writing session. However, this is not an adequate visualization of system status, because there exist people who cannot read analog clocks, and children are overrepresented among these people
(<http://www.dailymail.co.uk/sciencetech/article-2548115/Calling-time-traditional-clock-Online-seven-Britons-tell-time-using-digital-watch.html>).
- H2-7 The system of taking a fixed amount of time per writing session seems incompatible with the typing habits of children, who type slower, especially on a smooth screen, as they have less experience with it.
- H2-8 (Ben also mentions) The text doesn't fill up most of the button size, except in the case of the DONE! button in the "Pick a Title!" screen. Generally, font sizes seem too small.
- H2-3 There doesn't seem to be functionality to delete a story. Back function on the main story typing page.
- H2-9 There doesn't seem to be functionality to change the title of a story.
- H2-9 (Ben also mentions) There doesn't seem to be functionality for resolving any problem with the other person asking for too much time. What happens if someone wants to write the whole story by themselves? There also doesn't seem to be any functionality to delete the other person's contribution. This may be a conscious decision.
- H2-3 (Ben also mentions) There doesn't seem to be any functionality to delete parts of the drawing.
- H2-6 (Ben mentions the removing the story view) It looks, in the canonical sorts of lengths for stories, like I can only see a part of the story while I'm drawing in the drawing screen, which makes me remember things. You would fix this by adding some functionality to view more of the story if you need to see it while drawing, or by removing the story view altogether.
- H2-1 It might be hard to navigate in the archive section if there are too many stories. We suggest you to add search functionality.
- H2-5 Should there be a sample story the first time someone opens the app?

- H2-4 Some screen transitions are swipe, some are teleport, there doesn't seem to be any method to the madness (eg for teleportation: from the story viewing screen to the home screen; eg for swipe: from the story writing to the archives page)

Additions

- **[H2-1: Visibility of System Status]**
 - Into Screen: “There are no stories available for you to join” I’m not sure what does this means. Is it an error message? What’s the ideal status for the system?
- **[H2-2: Match Between System & Real World]**
 - need more time button is confusing language I suggest “add X more minutes” Because it’s not clear what will need more time button call as an action
- **[H2-3: User Control & Freedom]**
 - After hit the submit button we first arrive to a page with games and moving forward it navigates to existing stories instead of the start screen. There is currently no shortcut to home screen.

Ben Additions:

- [H2-7 Flexibility and efficiency of use]
How does one finish a story? In the current model, people will keep contributing for a set limit of two rounds; this can be somewhat limiting. Add a complete story button.
- [H2-4 Consistency and standards]
When I’m playing a game, the back button does not appear on the upper left; I can’t get out of this screen without selecting an option or refreshing. Add a back button.
- [H2-1 Visibility of System Status]
When playing a game, after making an option, I have a very limited time to read the text popup. A child might not be able to read it all. Increase the time that this text appears.
- [H2-2 Match between system and real world]
When comparing the work of the collaborator and myself, it’s hard to distinguish the two. Add in some way so that I can see which person worked on what-maybe differentiation by color?
- [H2-10 Help and documentation]
No help button anywhere. Add a link to directions on things like how collaboration works, how to view completed stories, etc.

3. Summary of Violations

Category	# Viol. (sev 0)	# Viol. (sev 1)	# Viol. (sev 2)	# Viol. (sev 3)	# Viol. (sev 4)	# Viol. (total)
[H2-1: Visibility of Status]		1	1	2		4
[H2-2: Match Sys & World]		1	1			2
[H2-3: User Control]			2	1		3
[H2-4: Consistency]		2	2			4
[H2-5: Error Prevention]		1				1
[H2-6: Recognition not Recall]			1			1

[H2-7: Efficiency of Use]			1	1		2
[H2-8: Minimalist Design]						0
[H2-9: Help Users with Errors]			2	1		3
[H2-10: Documentation]			1	1		2
Total Violations by Severity		5	11	6		22
Note: check your answer for the green box by making sure the sum of the last column is equal to the sum of the last row (not including the green box)						

4 Evaluation Statistics

severity\evaluator		evaluator A	evaluator B	evaluator C	evaluator D	evaluator E
level 0			0			
level 1			3	2		
level 2		2		1		
level 3		3	4			
level 4			0			
total (levels 3 & 4)		3	4	0		
total (all levels)		5	14	3		

evaluator # Ex. C	# problems found Ex. 7	# problems remaining & problem IDs Ex: 5 (1, 7, 11, 13, 17)
A	5	5 unique, 6 in common with B
B	14	11 unique 2 common with A 1 common with C
C	3	3 unique, one in common with B

Right right-click on the chart and select “Edit Data...”

Evaluations

