

Heuristic Evaluation Synthesis

Due: Nov 8 @ 11:59 PM

Goal

Synthesize individual heuristic evaluations of the same prototype so that the corresponding team can fix the most important problems found.

Assignment Overview

Make a copy of this [spreadsheet](#). Throughout the report, use anonymized reviewer IDs, not names. You will:

- 1. Agree on a prototype description.** This should be a 1-sentence description capturing the UI you are evaluating and its purpose.
- 2. Synthesize the violations found.** Each evaluator should copy and paste your individual heuristic evaluations from A7. Merge similar violations such that there are no duplicates. For such duplicates, you should list the issue only once in the spreadsheet using the best version of the description and suggested fix.
- 3. Agree on a severity rating for each violation.** Use these ratings defined in lecture: 0 = not a usability problem, 1 = cosmetic, 2 = minor, 3 = major, 4 = usability catastrophe
- 4. Format and organize your synthesized violations list.** Ensure the violations are organized by task flow (e.g., all violations for task 1 grouped together). If the violation occurs across all 3 tasks, label it using “All Tasks”. If the violation doesn’t fall under any of the specified tasks, label it using “Extra Violations”. Similarly to A7, if the team has more than 3 tasks, add to the dropdown as needed. Here is an example violation (formatting will look slightly different on the spreadsheet, but the idea is the same):

H4 Consistency & Standards ▾ 1. Simple Task ▾ 3 ▾ Found by: A, C ▾

Description: The interface used the string “Save” on the first screen for saving the user’s information, but used the string “Store” on the second screen.

Rationale: Users may be confused by this inconsistent terminology for the same function.

Fix: Use “Save” on all screens.

- 5. Review the summary of violation totals.** Review the ‘Summary of Evaluations’ tab. Note that all rows and columns in this table should add up as expected.
- 6. Analyze how well each evaluator did by reviewing the evaluation statistics.** This will also show you how well the technique works. Review the ‘Evaluation Statistics’ tab and ensure that everything adds up as expected.

- 7. Merge your summarizing recommendations.** Do this in the ‘Summary Recommendations’ tab. Make sure that this segment is coherent and consistent. This should be a few paragraphs.

Deliverables

Your group will submit a link to your synthesized spreadsheet through this [Google Form](#). Make sure the permissions are set so that your CA can view the file.

- 1. Synthesized report**

Your file should be named “CS147 Group HE - [Project Name evaluated]”

Examples

*** Note: this assignment has been modified, so these examples are not perfect mappings to the deliverables (we required manual documentation rather than providing a spreadsheet); however, the quality of the work stands.*

[ALTiO](#), [Cabana](#), [Localized](#)

Grading Criteria

Report (100 pts)

Prototype Description (5)

___ One-sentence description capturing what the application seeks to achieve

List of Violations (65)

___ Organized correctly and avoids duplicate violations

___ Violation descriptions are detailed enough to be actionable

___ Gives good coverage of the actual problems in the prototype

___ Gives good coverage of the individual heuristic evaluations it synthesizes

Table Summaries (10)

___ Violations table is error free

___ Severities table is error free

Summary of Recommendations (20)

___ Recommendations merged in a coherent manner; provide value to the team

12 Usability Heuristics

Adapted from [Nielsen \(2nd version\)](#). These are 12 general principles for user interface design. They are called “heuristics” because they are more in the nature of rules of thumb than specific usability guidelines.

H1. Visibility of system status

The system should always keep users informed about what is going on, through appropriate feedback within reasonable time.

H2. Match between system and the real world

The system should speak the users' language, with words, phrases and concepts familiar to the user, rather than system-oriented terms. Follow real-world conventions, making information appear in a natural and logical order.

H3. User control and freedom

Users often choose system functions by mistake and will need a clearly marked "emergency exit" to leave the unwanted state without having to go through an extended dialogue. Support undo and redo.

H4. Consistency and standards

Users should not have to wonder whether different words, situations, or actions mean the same thing. Follow platform conventions.

H5. Error prevention

Even better than good error messages is a careful design which prevents a problem from occurring in the first place. Either eliminate error-prone conditions or check for them and present users with a confirmation option before they commit to the action.

H6. Recognition rather than recall

Minimize the user's memory load by making objects, actions, and options visible. The user should not have to remember information from one part of the dialogue to another. Instructions for use of the system should be visible or easily retrievable when appropriate.

H7. Flexibility and efficiency of use

Accelerators -- unseen by the novice user -- may often speed up the interaction for the expert user such that the system can cater to both inexperienced and experienced users. Allow users to tailor frequent actions.

H8. Aesthetic and minimalist design

Dialogues should not contain information which is irrelevant or rarely needed. Every extra unit of information in a dialogue competes with the relevant units of information and diminishes their relative visibility.

H9. Help users recognize, diagnose, and recover from errors

Error messages should be expressed in plain language (no codes), precisely indicate the problem, and constructively suggest a solution.

H10. Help and documentation

Even though it is better if the system can be used without documentation, it may be necessary to provide help and documentation. Any such information should be easy to search, focused on the user's task, list concrete steps to be carried out, and not be too large.

H11. Accessible design

Users can interact with the system using alternative input methods. Content is legible with distinguishable contrast and text size. Key information is upfront and not nested for screen readers. Purely visual or auditory content has text-based alternatives for users with low vision and low hearing.

H12. Value alignment and inclusion

The design should encode values that users can understand and relate to. It should make a diverse group of users feel included and respected. The design should prevent the reproduction of preexisting inequities and not create additional burdens for disadvantaged populations.