

Part 3B – Heuristic Evaluation

Group 9: Shane Smith, Brett Roth, Morgan Jackson

Evaluation Notes (notes were typed originally, no paper version)

Group 10 (Alexander McKinney, Andrew Milloszewski, Anna Nguyen, Richard Beins):

Visibility of system status (2/4): Group 10 wasn't given any visual notification that they had added an item to a list, nor did they know they plotted a route. They completed the tasks without knowing they completed it. Notifications needed.

User Control and freedom (1/4): Group 10 said we missed a few back arrows to navigate out of a small amount of menus.

Recognition rather than recall (2/4): Group 10 needed explanation of our best price label as they didn't know what it was referring to local, online, or overall best price. Group 10 suggested we change our camera icon to a barcode icon to improve recognizing what that icon leads to.

Aesthetic and minimalist design (2/4): Group 10 said we had a lot of design elements on screen and there was a lot on screen that wasn't implemented or used in the tasks. Removal of some elements may be necessary.

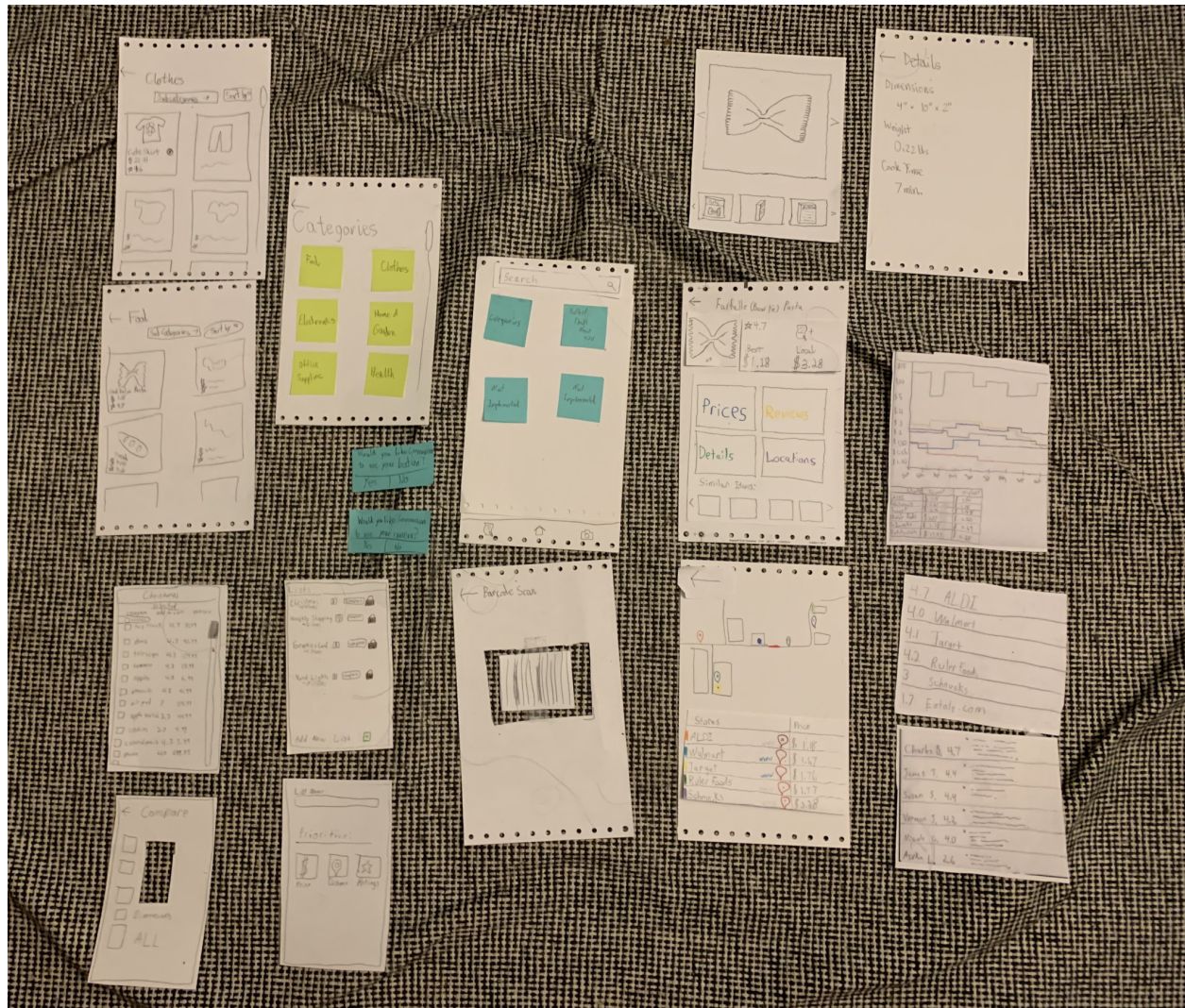
Group 1 (Stephanie Lato, Shawn Raftery, Kristina Tschomakoff, Kaitlyn Dempsey):

Aesthetic and minimalist design (2/4): Group 1 said the design was complicated as it involved a lot of pieces that users could interact with. It supplied a lot of information that could quickly become overwhelming to new users.

User control and freedom (1/4): need to add some back buttons on certain screens.

Help and documentation (2/4): Group 1 suggested we add words by images (for example: add the phrase "add to list" if user clicks button to add product to shopping list)

Paper Prototype Overview:



Contributions:

Shane Smith : 50% - Conducted heuristic analysis, drafted submission
Morgan Jackson : 40% - Conducted heuristic analysis, finalized submission
Brett Roth : 10% - Helped coordinate with other groups (couldn't be at campus)