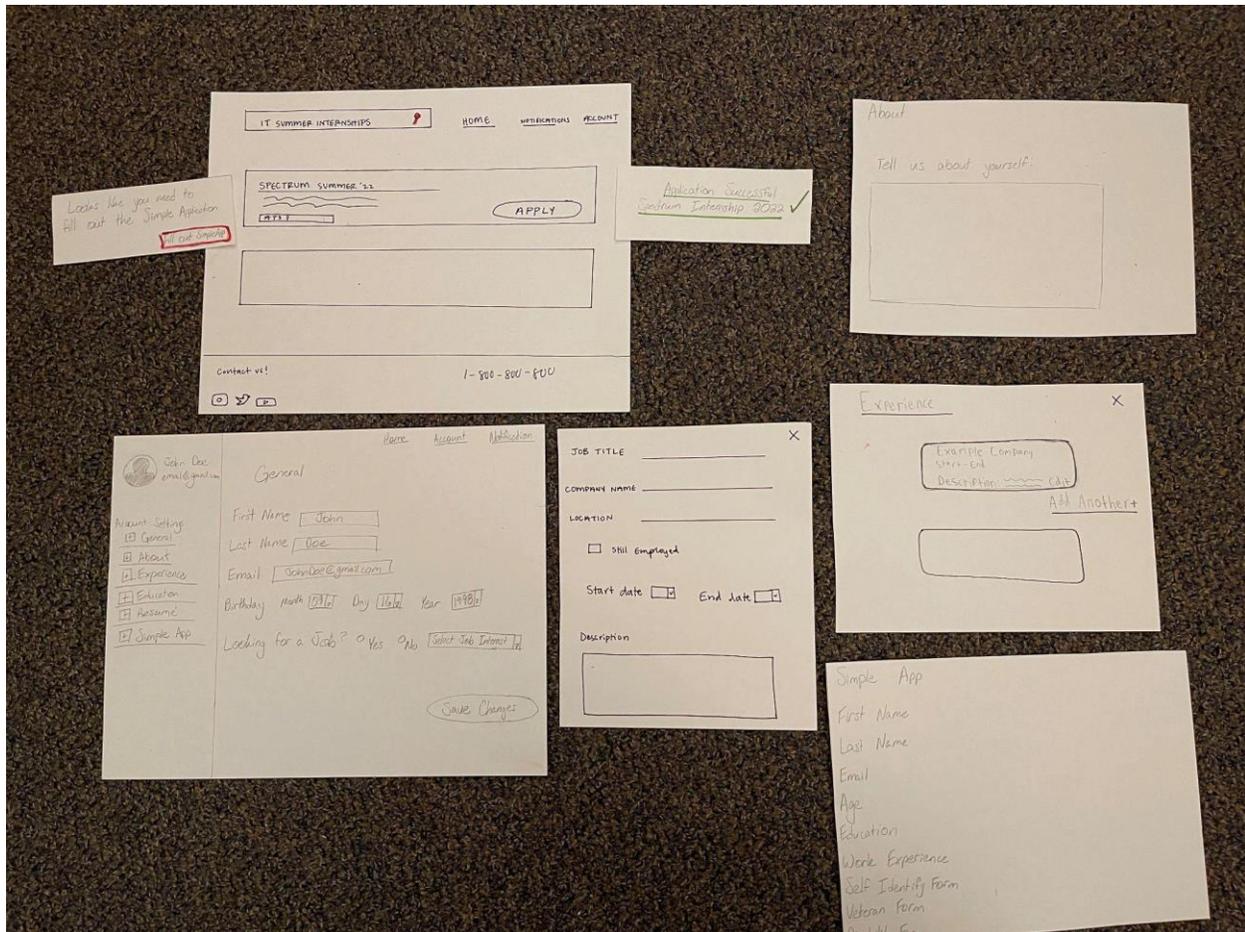


## Assignment 3B: Heuristic Evaluation

We received evaluations from Stephanie Lato, Shaun Rafferty, Kristina Tschomakoff and Kaitlyn Dempsey from group 1 and Graham Mueller, James Anderson, William Standforth and Zachary Schuette from group 11.

We evaluated groups 11 and 1.



### **Evaluation for group 5 (by group 1)**

- Group 5 created an app that would make the application process for getting internships

Help users recognize, diagnose, and recover from errors (¼)

- implement a way to show the users if they are missing one piece of information
  - o Tell users if they are missing their name
  - o Check if the email address or phone number is valid
- Mark incomplete information

Visibility of system status (¼)

- Add completion bar (to show status of application). Presenters had a pop-out menu on the side for each part of the application, this is one part of their design where this can be implemented.

Recognition not Recall (¼)

- Group 2 should add a home page to their device so that users can navigate around the app better and see what instructions are retrievable and what users can interact with.

### **Evaluation for group 5 (by group 11)**

User control and freedom: there is no exit button to return to a previous state. There are however navigation buttons but an undo or back button may be helpful.

SEVERITY: 2

Consistency and standards: The actions/states of the prototype are clear. Each part of the “application” is clearly labeled and would not leave the user confused.

SEVERITY: 0

Match Between System and Real world: It is clear that the terms are matching with what the user would be looking for. Labeled buttons like “apply” clearly tell the user that this is where they should go to apply for their job. Information is conveyed appropriately using more terms such as “internship” and “job” and not any system terms unknown to the user.

SEVERITY: 0

## **Contribution Statement**

Jacob Fenton (20%): Created document

Max Ludwig (30%): Created prototype and helped with heuristic evals

Ryan Waegner(20%): Helped with paper prototype creation

Connor Stewart (30%): Helped and Conducted evals