

CS 321: Introduction to HCI

Methods for Design, Prototyping and Evaluating User Interaction

Lecture 19:
Heuristic Evaluation Activity

Eren Gultepe
SIUE

Heuristic Evaluation

- Evaluators decide on their own how they want to proceed with evaluating the interface
- they are not necessarily using the prototype to perform a task,
 - will discover heuristic violations on their own.

Group Activity (30 min x 2)

Perform heuristic evaluation with two groups:

- Pair up with a group.
- Evaluate - make a list of what heuristic is violated and a severity rating (*15 mins*)
- Alternate evaluating each other (*15 mins*)
- Pair up with another group and repeat

This will be your **2B** submission.