Project 5 Deliverables: Formative Usability Evaluation

Note: The prototype usability evaluation part of your project is not graded on a basis of how good your design is or how well your users did in performing tasks. Rather, it is based on how well you make the process work. Evidence would include how many usability problems you uncovered.

Team ______

Grade ______

_____ Project 5 Tab

_____ Previous Assignments

Project 5 Contents (numbered and labeled as per assignment):

0 _____ Synopsis

1 _____ Describe additional pilot testing

______ Results

______ What you learned

______ Changes, if any

2 _____ Describe your participants for formative evaluation

______ How you selected them (very brief)

______ How they "cover" your user classes.

3 _____ Describe team member roles during evaluation sessions

4 _____ Comments about session

5a _____ Describe method(s) for taking quantitative data

5b _____ Describe verbal protocol taking and how it worked

5c _____ Describe the critical incident taking process

6a _____ Executive summary statement

6b _____ Detailed results summary
7 ______ Cost-importance table, at least a dozen usability problems
       ______ Problem (name and brief description)
       ______ Importance rating (determined by your team)
       ______ Proposed solutions
       ______ Estimated cost-to-fix of each, in person-hours
       ______ Priority ratio
       ______ Priority ranking, sorted

8 ______ Indicate the number of person-hours for hypothetical limit
       ______ Show it on the cost-importance table as a "cut-off" line
       ______ Show your final resolution (to fix or not) of each problem

9 ______ Conclusion
       ______ Important lessons learned
       ______ Problems encountered by you and/or the participants
       ______ What the participants liked and disliked
       ______ Reflections on prototyping and formative evaluation

Comments: