

Project Assignment 6: Usability Test of Other's Prototype
CS 5390 Human-Computer Interaction
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Due: 1:30 p.m., November 11, 2009

Introduction

This assignment should be done as a group rather than individually.

Do:

1. Conduct and record a usability test of another group's prototype interface. (Group 4 should evaluate Group 1's prototype, Group 1 should evaluate Group 2's prototype, Group 2 should evaluate Group 3's prototype, and Group 3 should evaluate Group 4's prototype.) Use the two-person "constructive-interaction" method if possible; otherwise, use the one-person "think-aloud" method. Get prior approval from the instructor if you are using the one-person method. Give the users between three and six tasks, increasing in difficulty. The total time taken should be around 25-35 minutes. Conduct task/action analyses of four episodes. Include all observed episodes in your summary analysis. Assign roles to team members, such as camera-operator, facilitator, and in-test analysts.
2. Prepare a discussion of the results, and include (a) suggested solutions would solve the four analyzed problems and (b) the reasons why the solutions would be effective.
3. Prepare a ten-minute in-class presentation of your results, using examples from the recording as appropriate.
4. Create a link from your group's Web page to your project report.

Turn in a report containing the following sections:

1. The [release forms](#), [episode analysis](#), the [four task/action analyses](#), the [summary analysis](#), and the discussion of the results.
2. A statement signed by all members of the group that all members of the group contributed their fair share of the effort on the assignment.