Project Assignment 8: Usability Test of Prototype Version 3
CS 5390 Human-Computer Interaction
David Novick

Due: 1:30 p.m., November 30, 2009

Introduction

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

Do:

1. Conduct and record a usability test of version 3 of your prototype interface. 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. Based on the test's results, make appropriate changes to prototype version 3.
3. Prepare a discussion of the results, and include (a) suggested solutions would solve the four analyzed problems, (b) the reasons why the solutions would be effective, and (c) the corresponding changes you made to prototype version 3.
4. Create a link from your group's Web page to your project report.
5. Be prepared to present a 15-minute demo of your latest prototype, with discussion of the usability test and the changes you made to the interface, in class on Wednesday, December 3.

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 list and discussion of changes to the interface made as a result of the test.
3. 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.