

Human Computer Interaction

Instructions for Evaluations of your Prototype

In this document it is briefly explained how you should invoke evaluation strategies in the development of your product for the Human Computer Interaction assignment.

The major concept of your assignment, a prototype product, should be tested and the results of test need to be processed in a clear and smart manner.

At the lectures and in the book a range of evaluation strategies is explained. You have to select the methods (preferably 2) that fit in your development cycle and strategy. As mentioned in the assignment you should at least do two evaluations. Of course, if more evaluations are required according to your strategy and this fits in your schema, you may plan more.

Indicated in your schema are two evaluations. As you have identified users, at least one of the evaluations should be held with the users while another can be scheduled as an expert evaluation (not necessary). In practice, 2 evaluations with users have turned out to be very valuable.

The evaluations should be reported to your assistant and are considered a milestone in your development trajectory. An evaluation requires a prototype. In order to ensure that your prototype is suitable for evaluation you might want to discuss your prototype with your assistant.

Next, the evaluation requires a plan consisting of the motivation for this evaluation (what do you want to learn) and instructions (how should it be done). You should provide concise instructions to your evaluators. For the instructions please realize that the users are just interested in the product and not in the HCI theory.

In order to make the evaluators confident with the interface, they first should get a feel of the scope and flow of the system. This should be the first part of the evaluation. Only after this should the evaluation of the specific elements within the interface begin. How this is dealt with must be part of the instructions that are given to the evaluators.

Evaluators:

From the above, it is clear that a successful evaluator is strongly depending on the instructions given. In the case that the instructions are not clear with respect to the prototype that is presented, report that and try to improve in a next evaluation. Make sure that sufficient results are obtained.

So, create structured instructions and convince yourselves that everything is well understood as well as the time estimate given is reasonable and corresponds to the work to be done.

Reports:

On the basis of the observations and comments of the evaluators a concise evaluation report has to be composed. In later stages parts of this report will be used in the final paper of your project. For additional background on evaluation, read the chapter on evaluation in the HCI course book (cf. chapter 10) or check the handout of the lecture (Lecture #12).

The instructions given to the evaluators and possible comments given by the evaluators should also be part of the final paper; if lots of data are involved include it as an **appendix**. In the concise report as well as in the final paper you include your comments on evaluation, i.e. how have you analyzed the result and how have these been used.

After each of the evaluations you present the report is discussed in the light of the current situation to the course assistant. Therefore the report should be delivered as soon as possible after the scheduled date according to the time schedule in your project plan. In this manner it can be used in a discussion with your assistant for your future directions. It is advised that you plan this carefully and contact your assistant timely; during Xmas break there will be no assistance available.

Evaluation reports should be presented to the assistant before the final deadline for the concept project paper which is: 21-12-2012 at 18.00 hrs. After this deadline reports cannot be considered for review and therefore not assessed for marking.

Having developed the product further, may have led to new insights. These new facts are typically discussed in the final paper. As these facts may be of importance for the final product, the more important it is to include them in motivations that have led to alterations in the final product. Reflection on the evaluation process is included in the paper that is due just before the product deadline.

Deliverables:

Concise reports;

Evaluation 1 (instructions, comments, analysis, version PROTOTYPE)

Evaluation 2 (instructions, comments, analysis, version PROTOTYPE)

Reflection in paper;

Evaluation paragraph in project report.

FJV. Revised November 2012

All instruction files and handouts.

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