

# Questions?

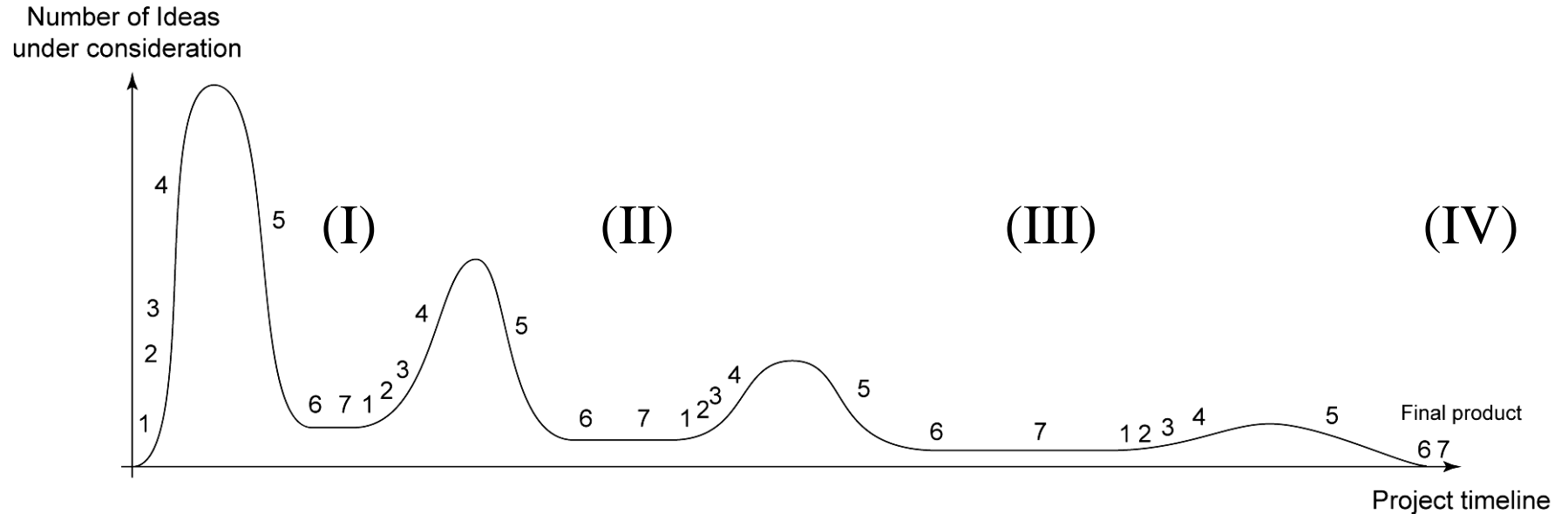
- Homework #2
- Project #1

# Today

- Evaluation

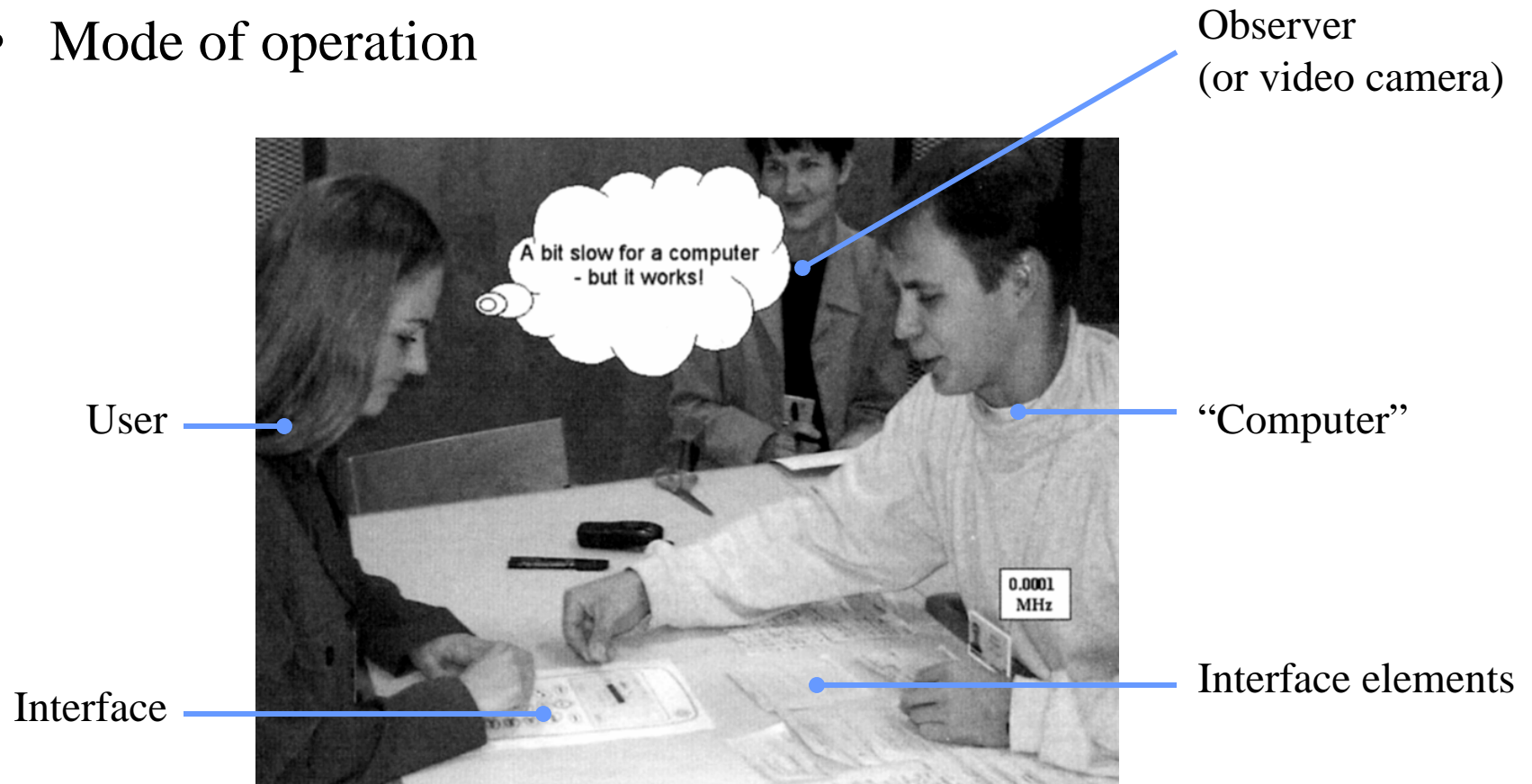
# Evaluation

- Depending of the phase of the project
  - Walk-throughs and paper based interface (I)
  - Simulation of the interface and Wizard of Oz approaches (II)
  - Larger and larger group of users using the real interface (III)
  - Product is shipping (IV)



# Low fidelity prototypes

- Paper/plastic based interface simulation
  - Using sketches, foamcore, transparency, and PICTIVE\*
- Mode of operation



Paper prototyping (Carolyn Snyder)

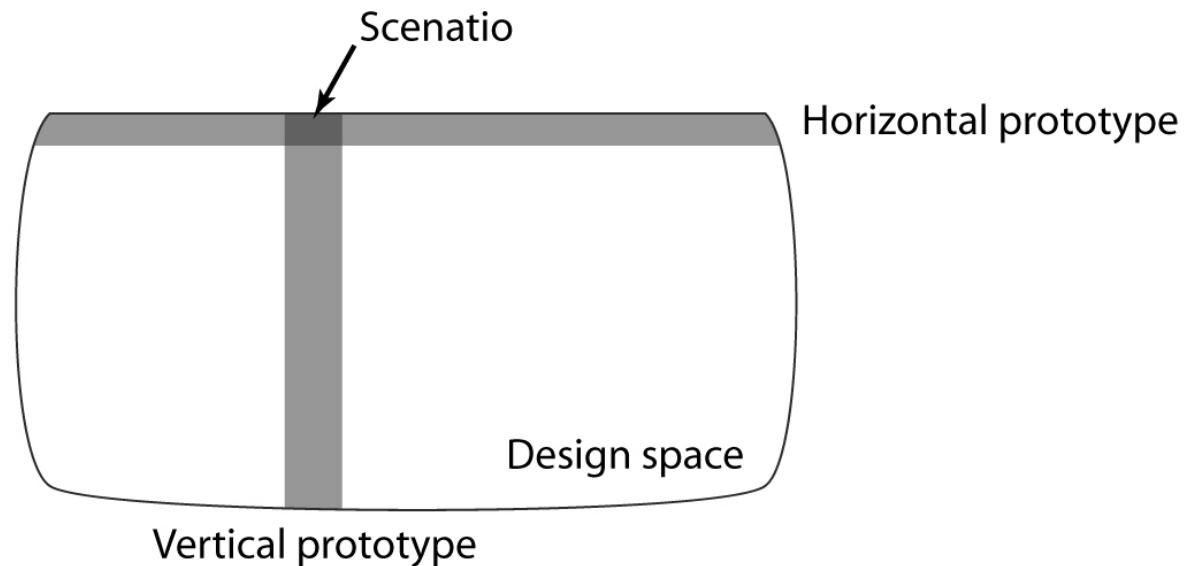
\*Plastic Interface for Collaborative Technology Initiatives through Video Exploration” Muller, CHI 91

# Low fidelity prototypes (summary)

- Inexpensive
- High level feedback about the dynamic of the interface
- Trigger users reactions
  - Debrief users
- Might be inaccurate
  - Speed, human-human interferences...

# Medium fidelity prototypes (II and III)

- Using prototyping tools (Flash, Director, JavaScript,...)
  - Vertical prototype: Provide answer about a specific question
    - *Is dialog box design A faster than dialog box design B?*
  - Horizontal prototype: the full interface without the functionality
    - *Is the command structure OK?*
  - Scenario



# Wizard of Oz (I, II, III)

- Testing a system that does not exist
  - Voice recognition, face identification, handwriting recognition
- Mode of operation
  - Users use the interface as intended
  - A wizard (sometime hidden) responds to users behavior
    - *Follow an algorithm*
    - *Reproduce the expected capability of the system*
  - Example: the on-cart assistant in the IDEO video

# Medium fidelity prototypes (Summary)

- Time consuming
- Be careful about user expectations
  - Developer might resist change
  - Management might think it is real
- Do not get distracted by too small a detail
  - Color, font,...

# High fidelity prototypes

- Piecewise prototype
  - Horizontal, vertical, scenario
  - Controlled setting
- Alpha and Beta releases
  - Small scale distribution
    - *Quicken*
- Final product?
  - Monitor help line
  - Monitor sell rep.
- Costly
  - Problem can be deeply rooted in the software architecture

# Running an evaluation

- Group size: 5
- What to do:
  - Establish which tasks you would like the participant to perform;
  - Establish what the computer/Wizard will do;
    - *Assume a wide range of behavior*
  - Do a dry run of your evaluation;
- Presentation to the class
  - Several group will present their solution to the class

# Putting it together

- The design of the Palm Pilot

