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

*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