

CS/INFO 1305 Usability heuristic test, Exercise (HCI Ex 1)

Due Wednesday, 7/22, at 10:00pm

Work individually.

Perform a *heuristic usability evaluation* on the Japanese learning game based on Nielsen's 10 Usability Heuristics (<http://www.nngroup.com/articles/ten-usability-heuristics/>). This will involve the following:

- Play the game for 30 minutes. If you have submitted your consent form, continue to sign in with the name that you have been using. If you have not submitted your consent form, sign in with a name in this format: NORECORDXX where XX are the digits of your computer's name. The "no-record" label helps us separate out the game data that should be dumped instead of being kept with the research data that Professor Erik Andersen's research group is collecting.
- Evaluate the game using Nielsen's 10 Usability Heuristics. For each heuristic, rate the game using the integer scale of 1 to 5 (5 corresponds to excellent) *and* write one sentence to explain your rating.
- Answer these three questions:
 - How many minutes did you play for the heuristic usability evaluation?
 - Approximately how many minutes did you play *prior to* the heuristic usability evaluation?
 - What are your overall conclusions on the *usability* of the game? Include any observations that may not be captured by Nielsen's heuristics.

Submit your document on CMS under HCI Ex 1.