# <u>Übung 6 – Mensch-Maschine-Interaktion</u>

## Theme: Heuristic Evaluation

A heuristic evaluation is performed by a team of experts. Form a group of about five students to perform such an evaluation.

**a)** Familiarize yourself with the principles of heuristic evaluation. Starting points for your research could be e.g.:

- http://www.stanford.edu/group/web-creators/heuristics.htm
- http://jthom.best.vwh.net/usability/heuristic.htm
- http://www.useit.com/papers/heuristic/
- http://www.useit.com/papers/heuristic/severityrating.html

Explain **briefly in your own words** what a heuristic evaluation is and how it is conducted.

**b)** Perform the heuristic evaluation on of **one** of the following objects:

- a DVD player,
- a phone book application on a mobile phone, or
- an application or website of your choice.

Choose a set of heuristics as found in part a) of the exercise to evaluate your chosen object. Find issues that are potential problems and rate the severity. Based on your findings write a short usability report (at max. one page) outlining problems and their severity.

Additionally to your report include a brief description of the object of your evaluation, including a picture, some expressive screenshots, or a link to the product page.


Submit your solution (parts a) and b)) as a PDF document until **20<sup>th</sup> of January** to andreas.pleuss@ifi.lmu.de.
Please name your file after the names of the team members.