Milestone 3

DUE: 11:59PM Dec 1, 2011

Usability (Ch 8) - Design and run a usability study with 10 people from the class (20 for grads)
Turn in the following (word doc or pdf)

Study Design
First Read chapter 8 in the book. It will give you more detailed descriptions of each part of the process.

Purpose Statement
Generally, what is it about your interface that you are studying? This is supposed to be broad, but it should be more specific than just ‘usability’. (4-5 sentences)

Concerns and Goals (Hypotheses)
What needs improvement in the interface? Develop 2-3 concerns. Form specific hypotheses to test these concerns.

Tasks
These are the specific study tasks you need participants to perform using your interfaces so that you can test your hypotheses.

Scenario
This is what you give to your participants in order to prompt them to perform study tasks. These should be realistic and not artificial.

Metrics
The data gathered from your metrics should enable you to accept or reject your hypothesis. These include time, errors, and questionnaires (at least 20 questions). Make sure to include many questions about their subjective experience with your interface. If you are attempting the ‘computer science edition’ you will need an additional questionnaire to assess learning. It should be given before and after playing the game.

Design
Describe the procedure that participants will go through. This will not be a comparative study, it should be more like a assessment type of study with your functional prototype.

Conduct the Study with Participants from the class

Run the Study
First, run your usability study with 10 people from the class (20 for grads). Look at chapter 8 for tips for running the study.

Analysis
Keep your raw data organized in a spread sheet. Then use Mean, median, standard deviation to interpret the results t-tests (=TTEST) might help you as well but are not required unless you are attempting the ‘Computer Science Edition’. In that case you would use a t-test to see if there was a
statistical difference between their answers before playing and after playing. Correlations (=CORREL) could also yield interesting results, but are not required.

Final report
(3 pgs max): Briefly describe your game and usability study (.5 pages). Then report your results (.5 pages). Then discuss the conclusions you made from the results (1 page). What worked and what didn’t work? Recommend what should stay the same and what should be improved. (1 page) BE CONCISE. 3 pages single spaced is the max. I will take points off for longer reports.

Teamwork Breakdowns
These are supposed to be turned in individually – not with the group materials. This way your team members will not know what you said about them. This way, if you have a member that did very little, it will not be reflected in your grade. For each team member, give a percentage of work for this milestone and list specifically what each member did.

Submit
Submit all materials (Study Design, excel spreadsheet with data) and the final report through blackboard.

Final Presentation (Friday 16-Dec 10:30 AM - 1:00 PM)
Present your interface and the results of your study to the rest of the class. This is mandatory in order to get credit for milestone 3. Bring everything (markers etc) needed to show your game, which we will run from your laptops. If no one in your group has a suitable laptop, you may use mine for the demo but TEST IT OUT IN ADVANCE. In case something doesn’t work, make sure to have some pictures/videos to show instead. IF YOU HAVE IMPLEMENTED MORE SINCE MILESTONE 2, THIS IS AN OPPORTUNITY TO GET EXTRA CREDIT. MAKE SURE TO POINT OUT SPECIFIC IMPROVEMENTS YOU MADE IN YOUR PRESENTATION. Presentations will be approx. 5-10 minutes. Have things setup in advance.