Assignment 2: On-paper option

This document describes the on-paper option of Assignment 2. This option represents the alternative to the optional participation in the INspect-World research study (virtual world option) and allows you to complete assignment 2 in class during class Discussion times (and/or at a time of your choosing) with your group. Both the INspect-World research study and the alternative assignment described in this document will earn you 10 points towards your final grade in the class. Assignment 2 (INspect-World and on-paper option) will be graded solely based on participation, but we remind you that the Academic Honesty principles apply. Both options entail the completion of two full cognitive walkthrough inspections.

Assignment 2 (on-paper option) is due on Friday in Week 7: Please submit your documents to the provided DropBox on EEE.

All students will have the opportunity to earn 5 extra credits towards their final grade in class by participating in a 30min interview with the researchers about their experiences in INspect-World or working on the on-paper option.

Instructions: Cognitive Walkthrough on-paper option

Perform two cognitive walkthroughs on “something.” “Something” may be a computational device, such as a Walkman, phone, television, VCR, or a more traditional computer interface such as for Office tools, Adobe tools, or a Web-based interface.

Steps to perform (compare also to lecture slides):

- Define the inputs:
  - Identification of the users.
  - Sample tasks for evaluation.
  - Description (mockups) or implementation of the interface.
  - Action sequences (scenarios) for completing the tasks.
- Perform the cognitive walkthrough:
  - Choose a task or tasks so that you show several steps in your action sequences
  - Show snapshots for each step as well as answering the four questions for each step.
  - Summarize success, problems, and improvements (about one paragraph).
- Remember: The participants walk through (discuss) the tasks with respect to the interface (mockups) and action sequences (scenarios); they try to tell a credible story.
  - What is the user trying to achieve at this point? (What’s their “goal”?) Why is it their goal?
  - What actions are obviously available in the interface?
  - Does the label for the correct action match the user’s goal?
  - If the user performs the correct action, will they get good feedback and not try to undo or redo the action?