Individual HEs

Goals

- Make progress on the heuristic evaluation.
- Get everyone some experience working through the heuristics as a tool for critique.
- Reduce individual slacking.

The assignment

Create a short page named “Your name, individual HE” that contains sketches or storyboards that depict some portion of your interface, along with pointers to the interface you are evaluating (presumably, your group’s Interface V1 assignment). Link on your own page, your group’s page, and your studio's individual HEs page.

Everyone should spend a couple of hours individually; hopefully, your project’s scope is small enough that this means everyone is able to review the whole interface. You should not divide it so everyone in your n-member group does 1/nth of the interface, because after individuals do their work there is an important merging step (which will be part of the group HE and V2 report).

Since people have gotten their pants ruffled about not giving explicit numeric targets before: We expect that you’ll find lots of issues of varying levels of severity, and that any individual should easily find at least ten, using at least five different heuristics. Most people should find quite a few more. Less than that and you should make sure it’s because your interface is really that good (or that small – which is fine), rather than because you’re not putting in enough effort.