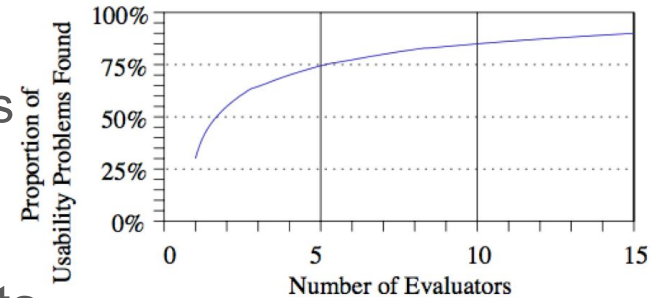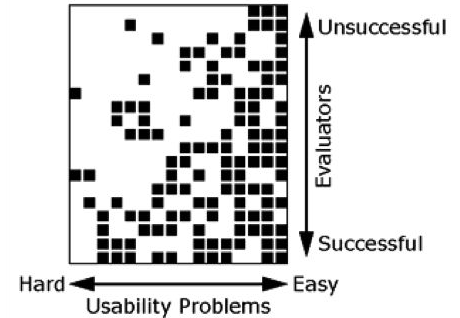# COSC 499: Capstone Software Engineering Project

Dr. Bowen Hui
Computer Science
University of British Columbia Okanagan

Testing Your Prototype

- Video demos can be made to look good

- Need a way to get honest feedback
    - Heuristic evaluation (from COSC 341)
    - Identify usability problems
    - 5 evaluators gets you ~75% of the problems
    - Get feedback from peers

- Want you to get exposure to other projects
    - Try out each other's projects

A Simplified Heuristic Evaluation Approach [Total: 15 min]

- Review the procedure:
  https://cmps-people.ok.ubc.ca/bowenhui/341/2020/lectures/8-3howTo.html
- **[1 min:]** Have a 2-3 sentence intro of your system
  - Everyone knows the general projects
  - Highlight what's unique about your prototype
- **[9-14 min:]** Develop 5-10 meaningful tasks per user group
  - E.g., general user vs system admin are two different user groups
  - E.g., Record a video of yourself and edit it to remove "um"s
  - E.g., Record a video of yourself to show the rash on your arm and upload that video
  - Do not give them instructions on where to click in the UI
- **[0-5 min:]** Develop questionnaire to ask all participants
  - Google forms is an easy platform to use
  - Results are for you only - ask what you need, skip if you want to focus on the tasks

Reporting

- Minimize reporting in this class
- Take notes during each session
    - Log participant reactions: browsing, looking confused, can't find where to click
    - Log participant questions: "What the.."
- All bugs found need to be logged as issues in your repo
    - Categorize them in terms of priority
    - Show the TAs your session notes and issues reported
    - Discuss what to fix for this milestone
      (and prep/changes for next Peer Testing session)

Day of Peer Testing

- Class is 80 min total
- Each session will be 20 min max:
    - Each team: Have two machines setup and ready to go
    - 15 min: Heuristic eval
    - 5 min: Switch to next session
- Repeat 4 times

- We will provide session timers and list of people at each station

Weekly Checkin (Modified)

- The schedule of "who does what" will be available at the beginning of class
- Expectations:
    - Everyone is expected to run an evaluation session
    - Everyone is expected to participate in another team's evaluation session
    - Please double check your schedule
      https://docs.google.com/spreadsheets/d/1bxAWFE5XFpFyG5fSXej3mFPLZyHZZKZS9mW_ixlNpPE/edit?usp=sharing
- Your checkin score that week will be based on the above

Next Steps

- Get your prototype ready
- Plan out 5-10 tasks to use in the heuristic evaluation

- Next week:
  - Review with your TA:
    - The heuristic evaluation intro (written sentences)
    - All the heuristic evaluation tasks (point-form)
    - A working prototype