



# Heuristic Evaluation: Exercises

**Human Computer Interaction** 

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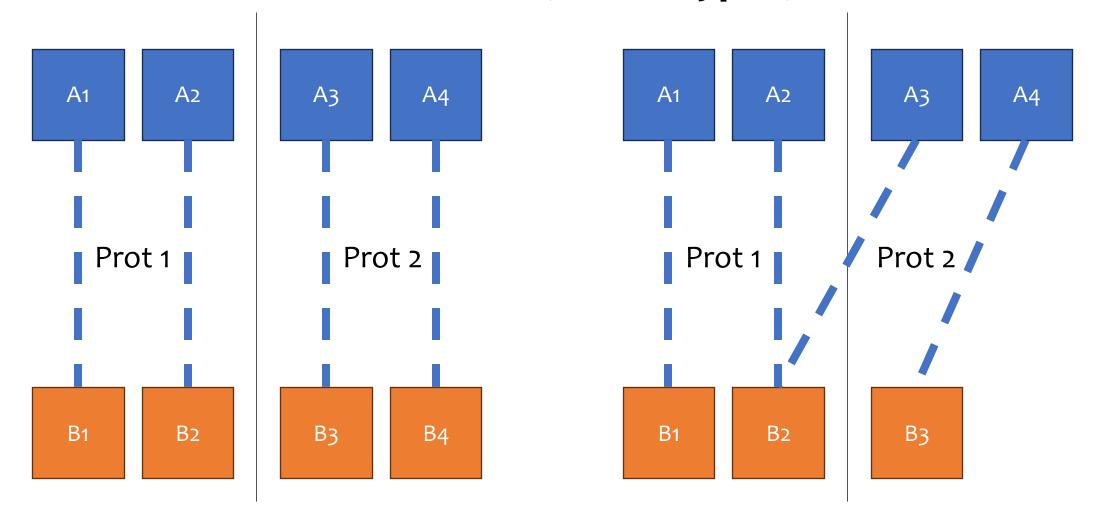




### **Administrativia**

- Assignment 3 is out
  - o Due: November 25 EoD
  - o Individual assignment!
- Last two weeks and it <u>cannot</u> be changed after the deadline
  - o It will be evaluated as you submit it

### Administrativia: Evaluators, Prototypes, Teams



### Goal

- Conduct two individual heuristic evaluations on a) a real interface and b) a
  low-fi prototype from the 2022 edition of the course
- Share results with the class and reach an agreement

### **Recap: Phases of Heuristic Evaluation**

- 1. Pre-evaluation training
  - Give evaluator information about the domain and the scenario to be evaluated
- 2. Evaluation
  - Individual
- 3. Severity Rating
  - First, individually
  - Then, aggregate and find consensus
- 4. Debriefing
  - Review with the design team

# Recap: Evaluation (I)

- Define a set of tasks, that the evaluators should analyze
- For each task, the evaluator should step through the design several times, and inspect the UI elements
  - On the real design, or on a preliminary prototype
- At each step, check the design according to each of the heuristics
  - o 1st step, get a general feeling for the interaction flow and general scope
  - o 2<sup>nd</sup> step (and following), focus on specific UI elements, knowing where they fit in the general picture

### Recap: Evaluation (II)

- Where problems may be found
  - A single location in the UI
  - Two or more locations that need to be compared
  - Problem with the overall UI structure
  - Something is missing
    - May be due to prototype approximation
    - May still be unimplemented

### **Exercise 1: Heuristic Evaluation of Real Interfaces**

- Target website: <a href="https://trenitalia.com/">https://trenitalia.com/</a>
  - Trenitalia is the primary train operator in Italy
  - It offers national rail transport with regional trains and high-speed trains ("Frecciarossa")
- Useful tasks to spot several problems:
  - Explore the offers proposed by the website and buy a discounted ticket
  - o Buy a "Frecciarossa" round trip from Turin to Rome for the winter holidays
  - Chat with an operator for receiveing support
- In performing the tasks, you can register/login to the platform and change the language of the website, if you want

### **Template**

### [Issue #]. [Heuristic #] [Heuristic Title]

- Where: [Where the issue occurred task, step, page]
- What: [Description of the problem]
- Why: [Reason why it violates the heuristic]
- Severity: [0-4, according to Nielsen's severity rating]
- 1. H4 Consistency and standards
- Where: Specify your language.
- What: The app uses "Save" for saving information, except here where it uses "Store".
- Why: It is an inconsistent terminology for the same function in the application, which can create confusion.
- Severity: 3

- 1. H1 Visibility of system status
- Where: navbar logo
- What: if I click on the logo in the navbar when I'm logged in, I'm redirected to another website and I'm automatically logged out from the system without any feedback
- Why: the user is automatically logged out from the system without any explanation nor feedback, so she might think she is still logged in.
- Severity: 3

- 2. H2 Match between system and the real world
- Where: "offers" dropdown when the language is English
- What: the menu is using Italian words even if the language is set to English
- Why: the interface does not match the user's language.
- Severity: 1

#### - SPECIAL OFFERS

<u>Insieme</u>

Me&You

**Bimbi Gratis** 

**FrecciaYOUNG** 

**FrecciaSENIOR** 

**FrecciaFAMILY** 

**FrecciaFRIENDS** 

**Family Night** 

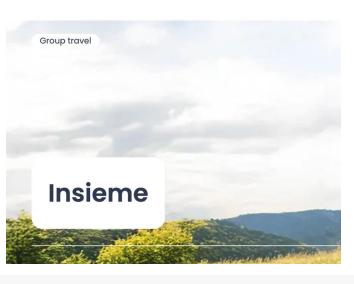
**Young** 

**Senior** 

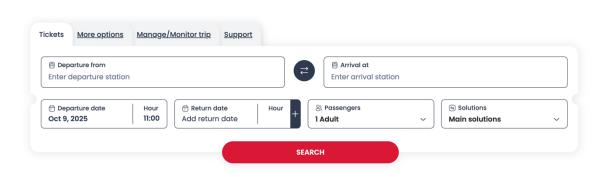
- 3. H3 User control and freedom
- Where: search procedure
- What: If the user starts searching as a "guest" and then wants to log-in, she is redirected to another page
- Why: the user is not in control, as she would probably like to continue the search and eventually buy the tickets
- Severity: 2

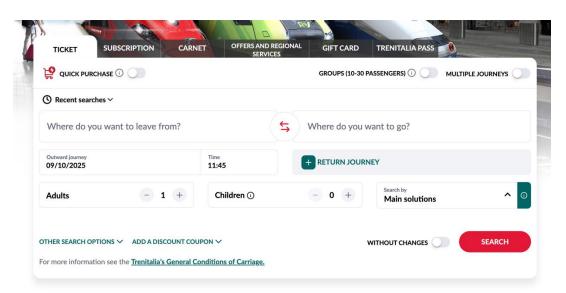
- 4. H<sub>3</sub> User control and freedom
- Where: breadcrumb menus
- What: the breadcrumb menus do not reflect the interaction history of the user
- Why: the breadcrumb menus allow the user to navigate to pages she has never seen before (e.g., the
  "Offers" page), creating confusion as breadcrumb menus are typically not used in this way
- Severity: 2



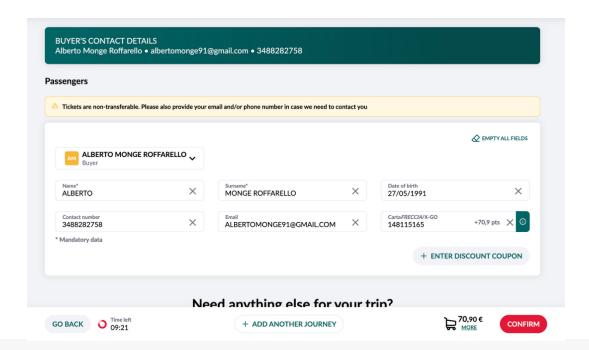


- 5. H4 Consistency and standards
- Where: search form
- What: the website is showing two different search forms depending on whether the user is logged in into the system or not
- Why: users may be confused in using two different forms for the same task
- Severity: 2





- 6. H6 Recognition than recall
- Where: search form
- What: when a user select a train and proceed in the form, there is no indication of the selected train
- Why: the user must remember the details of the selected train
- Severity: 3



### **Exercise 2: Heuristic Evaluation of Low-Fi Prototypes**

- Target prototype: RealDeal
  - Flow diagram: <a href="https://polito-hci-2023.github.io/materials/slides/07b-exercise/realdeal-prototype.jpg">https://polito-hci-2023.github.io/materials/slides/07b-exercise/realdeal-prototype.jpg</a>
  - O BEWARE: pre-feedback!
  - DO NOT use it as an example of good prototype!
- Goal: to encourage people to <u>meet each other in person</u> by giving them some <u>offers and discounts</u> on places as «prizes»
- Tasks:
  - 1. Finding someone with common interests
  - 2. Getting a discount for a given place
  - 3. Adding a discount for your business

### Exercise 2

- Select 1 task and try to perform it following the flow diagram
  - Keep the list of heuristics in front of you while performing the task and take notes
  - If you find usability problems (you will!), specify which heuristic(s) each problem you found is related to
  - Add a rating for each identified problem by applying Nielsen's severity ratings: 0 = not a problem, 1 = cosmetic, 2 = minor, 3 = major, 4 = usability catastrophe
  - Use the <u>provided template</u> as a guide for conducting the evaluation and taking notes



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