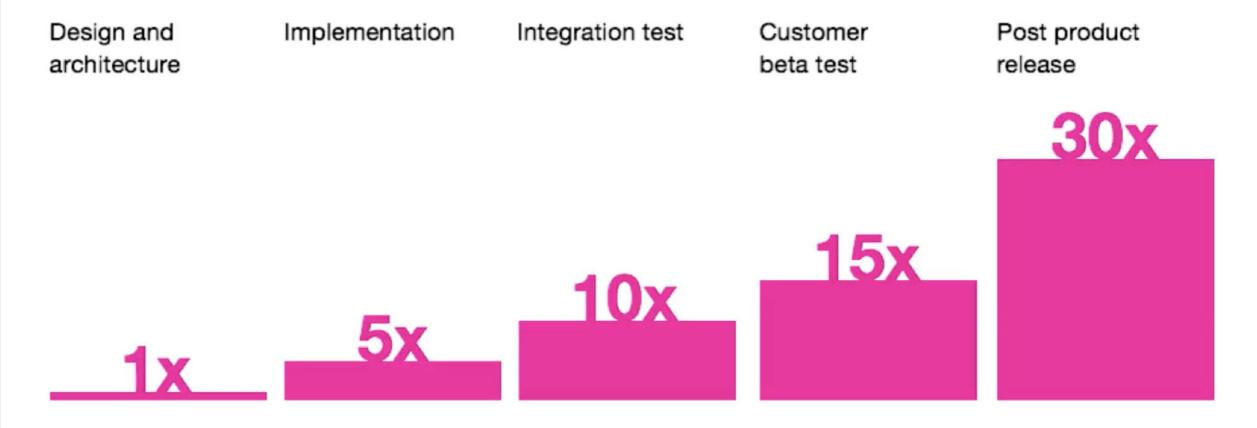
# HUMAN COMPUTER INTERACTION

# PART 5 EVALUATION

# WHY SHOULD WE TEST?

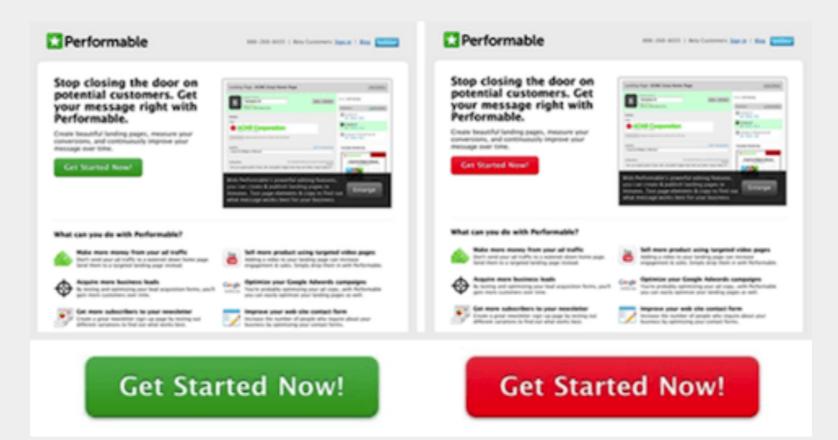
#### **Estimates of relative cost per re-work**



# NOT GUIDED

# A/B TESTING







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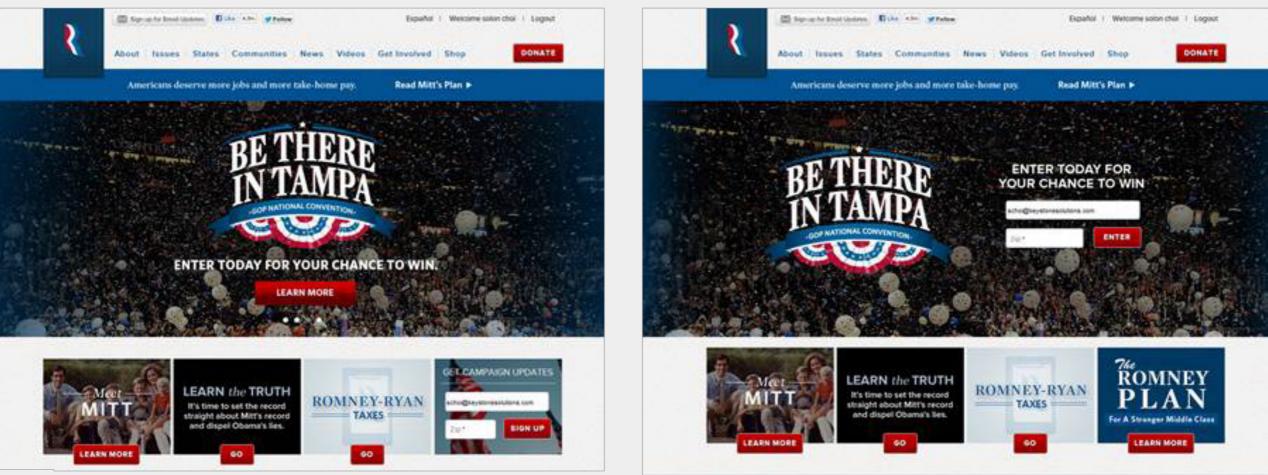
HAPPY SALE. All cakes now at 30% off in store and online.



DEELITE Free standard shipping. WWW.DEELITE.COM

Shop Now

#### CONTROL

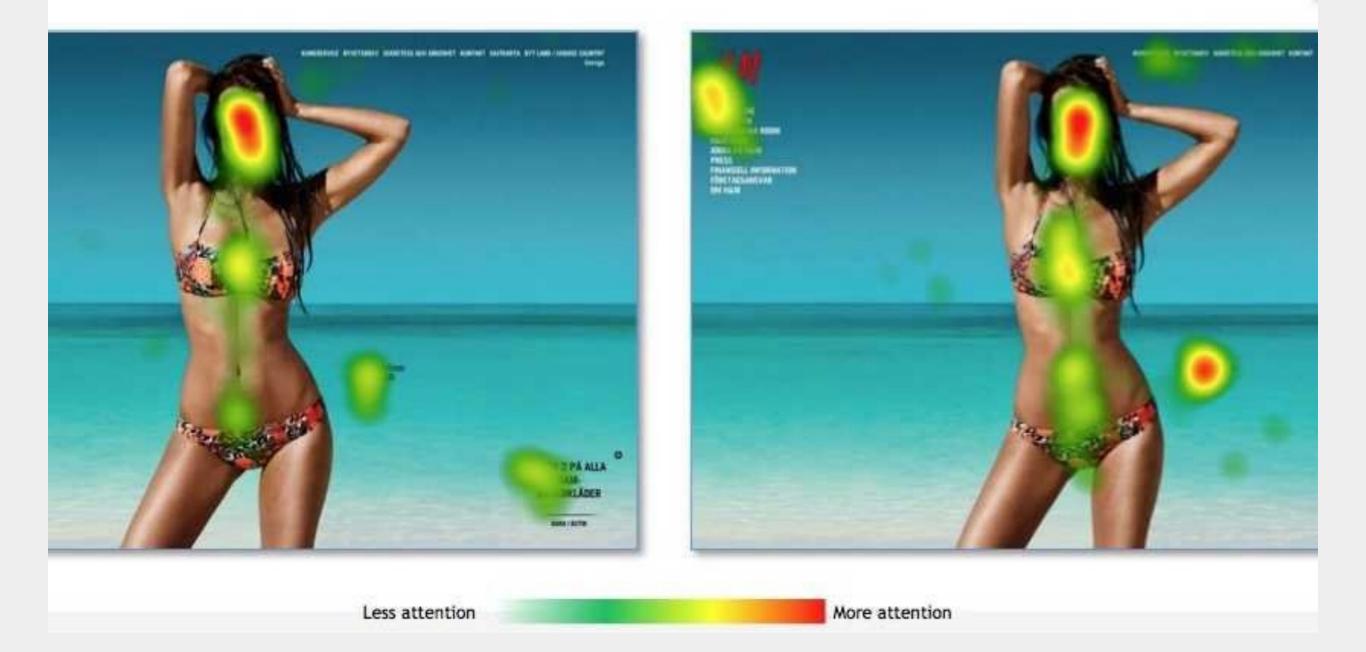




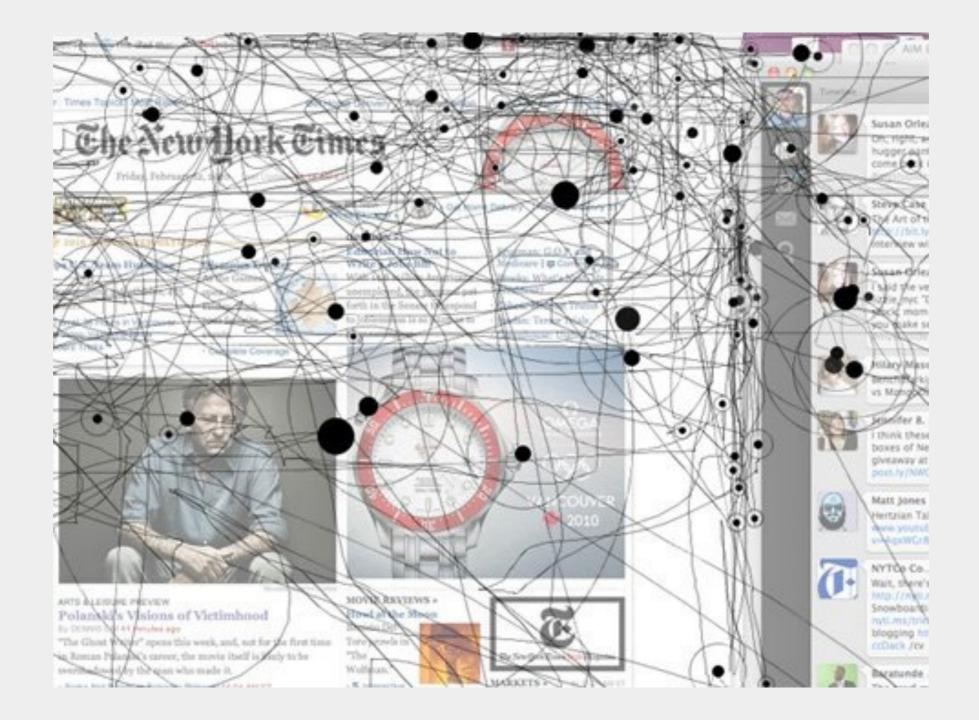
STATIC IMAGE WITH FORM

# **EYE TRACKING**





# **MOUSE TRACKING**





# EEG & OTHER









# WHAT DO I NEED?

hypothesis — think hard! respondents — screening, varied prototype place and equipment — think about guerilla

# HOW DO WE RECORD THE PROCESS?

tables

video

text

mouse/eye tracking

- know participant, time, what happened, severity of the problem, ideas to solve the problem
- it's good to work in pair
- severity of the problem blocker, serious, other



https://youtu.be/kXuWXw-rbFU?t=51m18s

find two websites that you think you are the only one in this rooms who knows it

think of two tasks that respondents will have to solve speeddate!

# HOMEWORK

in two weeks you'll present prototypes to classmates and you'll get points

improve your prototypes