

Question 2 A

There are many parts of an interface that can be evaluated and must be evaluated carefully so that they can be effectively used by the user. The first part is to look at the design to make sure that it is as simplistic as possible, this is so that the user can simply and easily learn how to use it.

Also how memorable the interface design is and how it is similar to other designs systems that users have used in the past, which in turn will allow them to operate the exhibit more easily. As well as this is one ease of learning which is how quickly a user who has never seen the system before accomplish a basic task.

There are many ways in which a system can be tested, these include user acceptance testing, focus groups and interviews, a questionnaire can be given out to users to see if they have any feedback for the new system.

The evaluation strategy that can be used for this exhibit is heuristic evaluation to see if the users are able to use the exhibit. A case study found states "Gerhardt-Powers' set of heuristics did not yield better than Nielsen". This then suggests that Nielsen's heuristic evaluation is the best to use and this is one reason that this has been chosen for this. A questionnaire will also be given out whilst the user goes through the system. The questionnaire will consist of one question and a severity rating that are shown on the next page.