

Question 2 B

Therefore, The interface evaluation strategy for an AR application will consist of a cognitive walkthrough which will guide one user through the system as this will then allow them to see the system as it should be used and therefore, this has been selected as this is a very recent finding and many of the users may not know how to use ~~cognitive~~ AR applications so this will then show them and judge their understanding. The reason that this differs from a normal exhibit as users will have previous knowledge of exhibits from one place which will aid them in their understanding, whereas for AR applications one user may not have any understanding ~~so~~ so showing one and judging their understanding will be much easier.

A questionnaire will also be used to gain feedback from the users. This will consist of 8 questions which will get them to perform the tasks.

The first part is for the user and museum

Who will the users of the system be?

What tasks will be analysed?

What is the correct action sequence for each task?

How is the interface defined?

Will the correct action be evident to users?

Will the user realise the correct action is available?

Once users find correct action will they know one and then is needed?

After action, will user ~~fully~~ understand feedback?