

The evaluation Strategy ^{for AR} differs from the Static evaluation Strategy, as cognitive walkthroughs us external participates. As AR systems are naturally more complex, its important that ~~us~~ staff drive an understanding and testing of the system. This helps usability for when problems may occur if the system is live. Another reason to use this strategy, is that AR systems have less changable functions meaning, the system doesn't need usability experts, as they don't use countless features. Static displays can include numerous tasks that need individual analysis. The last reason for me recommending ~~ka~~ cognitive walkthrough is cost/time. Static displays are easy and cheap to develop where as AR applications are the opposite.

✓ 14/20