

Homework 1: Examples of Usability Heuristics

Due Friday 1/25 @4pm on Courseworks.

What to submit:

- 5 separate PDFs with the following titles:
 - Example1_positive.pdf
 - Example2_positive.pdf
 - Example3_negative.pdf
 - Example4_negative.pdf
 - Class_policies.pdf
- Submit them separately to Piazza, do **not** zip them up.

Problems:

1 & 2. Identify Positive Examples.

Find two positive examples of the usability heuristics in web or mobile applications that you use. For both examples, include the following:

- a. What application is the example from?
- b. What is the usability heuristic that is being used well here?
- c. Include an image or screenshot of the application exhibiting the heuristic well.
- d. Why is this principle particularly important in this application?

3 & 4 Identify Negative Examples and Suggest a Fix.

Find two negative examples of the usability heuristics in web or mobile application that you use. For both examples, include the following:

- a. What application is the example from?
- b. What is the usability heuristic that is being violated here?
- c. Include an image or screenshot of the application violating the heuristic.
- d. Why is violating this principle is particularly egregious for this application?
- e. How might you fix it?

5. Answer the following questions about class policies in full sentences:

- a. What percentage of your grade is participation?
- b. If you are going to miss a class for an excused reason, what four things do you need to do to make up the participation points?
- c. If an assignment is due Friday at 4pm and you turn it in late at on Monday at 4:11pm, what grade will you get?
- d. How many graded items will be dropped?

