

## Project: Heuristic Evaluation

1. Begin modifying your paper prototype based on the Heuristic Evaluation feedback you received from your classmates. At this point, you should no longer stick to paper prototypes but should begin implement it using **a prototype tool (Marvelapp.com, NinjaMock, etc.)**.
  
2. For heuristic evaluations:
  - a. Scan or take a photo of what each of your classmates submitted during the Heuristic Evaluation class (the heuristic violations and the severity of the issues). You should have 3-5 evaluations. Make sure the students' name is on there somewhere so they can get credit for submitting.
  
  - b. Summarize the evaluation in your own words. As a team, discuss and decide which of the issues you will fix and which you will not fix based on the severity rating and time factor.

Submit to the folder called Project Heuristic Evaluation on the D2L Assignments tab a zipped folder containing:

1. Who worked on this assignment
2. Each classmate evaluation you received
3. Detailed notes on the heuristic evaluations: Each issue and what you fixed/will fix/did not fix, and why. This should be based on the severity rating and time.

Note: If for whatever reason you did not submit a clear Heuristic Evaluation to a group – you will lose points here. You are graded both on your being an evaluator AND using these evaluations to improve your project design.