Due date, points, and late policies: see course web page

Purpose of assignment: Practice doing a cognitive walkthrough and see how you can improve your project.

Description of assignment: Perform a cognitive walkthrough of your prototype that you designed for HW4 (or a more up-to-date version if you prefer). For this assignment, pick a task that requires between 5 (minimum) and 10 (maximum) user actions. (Therefore, you will answer 20-40 questions.) Use my detailed notes that I covered in class (posted on the web) as a guide on how to do a cognitive walkthrough and for a list of the 4 questions.

What to turn in (all stapled or clipped together):
- coversheet: HW5, your name, and signed UNCG Academic Integrity statement
- screen shots, or precise and neat hand drawings, illustrating the screens and changes on them that happen during the actions of the cognitive walkthrough
- printed by computer or typewriter:
  - user profile: brief description of assumptions about user experience and knowledge
  - task description and list of user actions to complete the task
  - cognitive walkthrough documentation; i.e., for each action, cross-reference the screen shot that goes with the action and answer the four questions. Format this so that it is easy to read and easy to check the image of the screen that goes with the action.
  - Usability problems: describe at least one significant learnability problem discovered by the walkthrough and how it could be fixed.