

# CS181DT Class 19: Figma Wizard-of-Oz evaluation





# Class 19 agenda

- Zipcrit
- Milestone 6: System diagram
- Wizard-of-Oz evaluation

# Milestone 6: System Diagram

Due 11:59pm Fri Nov 15.

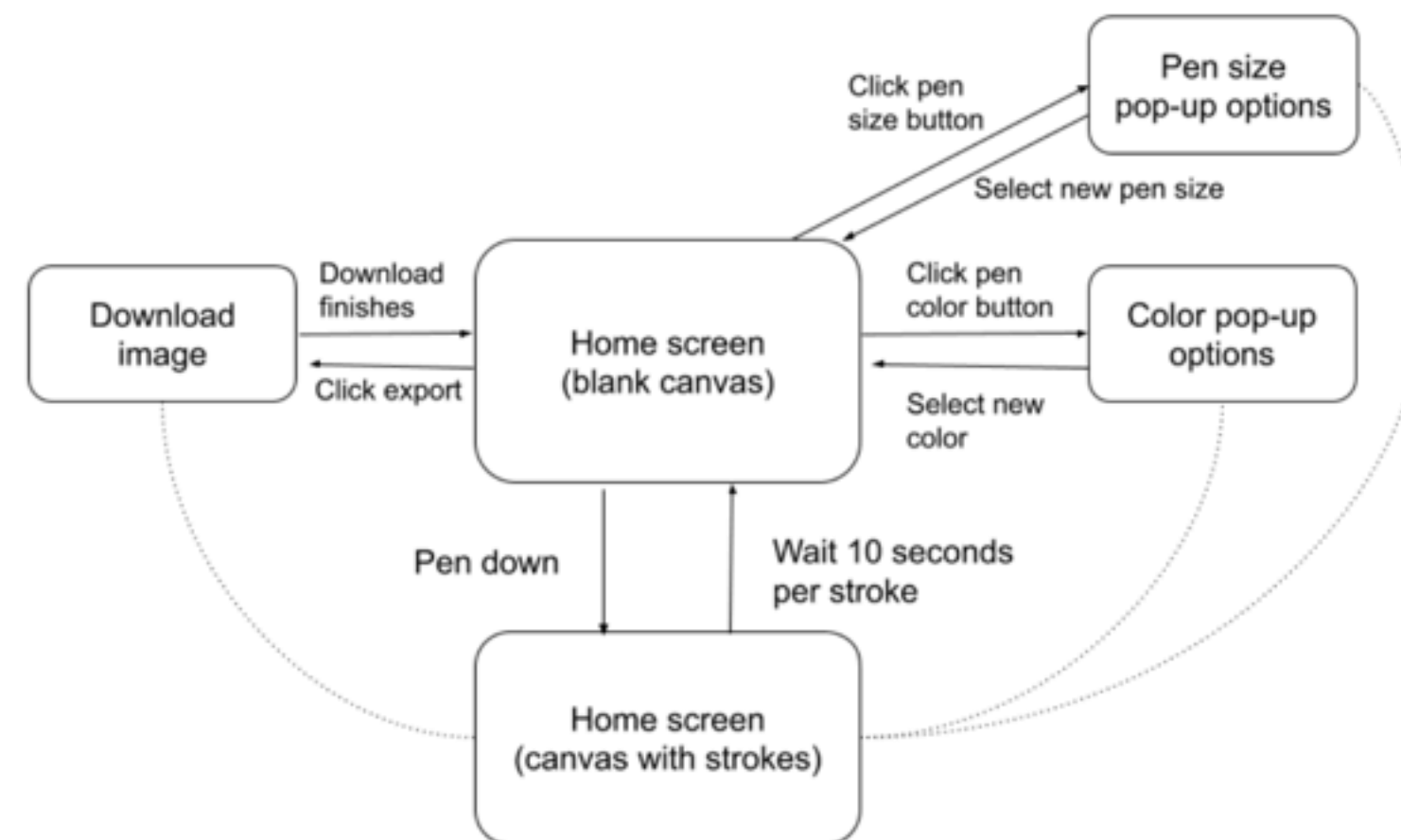
The learning goals of this assignment are to prepare you for building out your tool for the rest of the semester. As such, this is a planning/reflection heavy assignment: you will reflect on what to iterate from your Figma prototype, you will plan out some libraries and function docstrings for your tool, and you will create a sample implementation timeline. I estimate this assignment will take roughly 10 hours total per group.

## Step 0: Iteration

What did you learn from your in class WoZ evaluation and/or instructor feedback? What worked well, and what was confusing? Did you observe anything that was surprising?

In your ongoing design doc, write at least 3 main lessons learned as well as how you will change them going forward.

## Step 1: State diagram



<http://localhost:4000/classes/cs181dt/project/#milestone-6-system-diagram>

# Class 19 recap

- TODO
  - Abrar is going over his final project's implementation Fri 1:15-3:15
  - Mon: PM5, RRs
  - Fri: Milestone 6: System Diagram & bare minimum functionality

# Evaluation

# What do you want to know?

- Look into your design documentation at the notes you jotted down at the end of the evaluation lecture for hypotheses you have about your tool, or questions you'd like answered
- What kinds of human data should you be on the lookout for?
  - Pauses, following the flow, clicking in unexpected places
  - You can also just ask specific questions in a quick post walkthrough interview (plan out your questions)

# Your turn!

Think aloud!

Comment on interaction (most important)  
and visual design (less important)!

- If you have at least 4 people here from your group, split your group in half (each “test group” should consist of at least 2 people)
- Pair up with another group
  - Presenter team: One person drives. The other person takes notes
  - Test team: One person uses the design. The other person watches. After you walk through the prototype, both give general comments about the design
    - *What were you confused by? What made sense? What could be improved?*
  - Then, switch presenter vs tester roles
- When you’re done, come to the front to find a new pair (~10-15 min)
- If/while you’re waiting to find a new pair, synthesize and summarize what you’ve learned