



**POLITECHNIKA
GDAŃSKA**

Cognitive walkthrough

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- Define inputs to the walkthrough process
 - Who the users are
 - Sample tasks for evaluation
 - Action sequence for completing the tasks
 - Description or implementation of the interface
- Convene the analysts
 - Assign specific roles to the team members



- Walk through the action sequence for each task
 - Tell a credible story, considering...
 - Will the users try to achieve right effect?
 - Will the user notice the correct action is available?
 - Will the user associate the correct action with the effect they are trying to achieve?
 - If the correct action is performed, will the user see that progress is being made toward solution of their task



- Record Critical Information
 - User knowledge requirements
 - Assumptions about the user population
 - Notes about side issues and design changes
 - The credible success story
- Revise the interface to fix the problems