Design Walkthrough

A "walkthrough" is a review of a product/system by peers: the participants, who are approximately at the same level in the organization, meet to review and discuss systematically a piece of software. Here, we study a software design from the perspective of the user. The "Structured Walkthrough"s (Yourdon, 1979) have been proven to be one of the most effective methods to obtain feedback and improve the quality of software. The rules are very simple but very important: the groups must be small (3 to 7 persons), group members must be of the same level, the presenter must prepare work in advance, everyone must be on time, and the session should be limited to one hour maximum. The purpose of the walkthrough is to identify as many problems as possible, <u>not to discuss possible solutions</u>. Critiques must be as positive as possible and should be limited to the part presented by the presenter.

Roles: Each group member has a specific role for each walkthrough.

Presenter
  Selects that which must be presented
  Presents it to the group

Scribe
  Takes note of the comments

Coordinator
  Ensures that the discussion is concentrated on the software
  Ensures that the session lasts exactly x minutes (max 1 hour)

Guardian of standards
  Asks questions based on the specifications of the project.

Preparation: Make several copies of your scenario (one for each member of your group, plus one copy to cut if you reuse text).

Procedure: The presenter acknowledges scenario and organizes screenshots (or videos) that are necessary for a user to perform each step of the scenario. The scribe notes the basic information on the attached page.

Result: Move so that everyone can see images of the presenter screen. The presenter begins by describing the scenario quickly and present the first image that the user sees. He or she shows what the user needs to do, step by step, to execute the script. At each step, the examiners/participants will ask questions and make constructive criticism of each screen or the general usability of the software. Do not criticize the authors, focus on the prototype. The scribe should make a list of design issues that were identified and include them in the report. At the end, the group must decide if the software is acceptable, or if it needs minor or major revisions.

CAUTION: The aim is to identify problems, not solve them!!!

Exercise: Design Walkthrough

Group: evaluated by groups:

Coordinator: Scribe:

Start time: End time:

Criteria used:

Design Problems found: