

Assignment 11 - Final Project Check-In: Evaluative Studies

This assignment is tied to your final project and should be completed with your final project team.

Submission details: Submission details: Please submit either a txt or pdf file. The name of the file should be your student ID numbers joined with underscores. Submit your assignment here:

<https://forms.gle/bTcTpmWSQf61UUtL7>

Due: 11/23/20

For this week's writeup, describe an evaluative study focused on human aspects of a programming interaction. If you're developing a language or tool for your final project, please describe an evaluation for your own project—even if you don't expect to get around to conducting an evaluative study this semester! If you're conducting formative-only research, you can design an evaluation for (i) a tool that may eventually be shaped by your work, (ii) a project you discussed in the design critiques last week, or (iii) a language or tool from the literature.

Your writeup should be 1-1.5 pages. Since there are many different ways to do human factors evaluation, you'll have a lot of flexibility in what you cover, but here are a couple things you *must* describe:

- Research Question. Please have a crisp, one-sentence version of your research question. Feel free to add more detail—operationalize your measures, clarify context—after the RQ, but you should be able to boil the core question down to one sentence.
- A one-sentence summary of why this is the right evaluation to assess your RQ.

A few (optional) things you *might* want to describe, depending on the type of evaluation:

- Population
- Data source, if not collected by you
- Procedure
- Demographic measurements
- Participant training
- Assigned tasks
- Independent variables, and how you'll vary them (or how a 'natural experiment' has varied them)
- Dependent variables, and how you'll measure them
- How collected data will be analyzed

Fun exercise: Try brainstorming answers independently before coming together as a group to see if you come up with different ideas. Maybe it's a richer evaluation if you run all your evals!