

# Evaluating your Prototype / App / Idea

You will most likely conduct some sort of evaluation to test what you developed. This [Study Design Document](#) helps you asking the right questions.

Use this [template for study Information, data handling and consent](#).

## Standardized Questionnaires

[Here](#) is a (German) overview of several HCI methods and questionnaires. There are many standardized questionnaires for various items to measure. Look at related works to find out which ones are used most frequently in your field of work. Some examples are:

- the [System-Usability Scale](#) (SUS) to measure the usability of a system
- the [NASA Task Load Index](#) (TLX) to measure the perceived workload of a task
- the [User Experience Questionnaire](#) (UEQ) to measure the subjective impression of a user regarding the system
- the [IPQ](#) to measure presence in VR

## Conducting Interviews and Analysing Qualitative Feedback

Interviews are often used to gather qualitative feedback. [Here](#) is a guide what to bear in mind when conducting interviews and with further links attached.

To analyse qualitative feedback, HCI most often uses a Thematic Analysis by Braun and Clarke ([how'to](#) and [actual paper](#)) or a [qualitative content analysis](#), e.g. by Mayring.

## Recruitment of Participants

- Mailing list FB3: Contact Sabine Kuske
- Questionnaire Exchange Platforms: [SurveySwap](#), [SurveyCircle](#)
- Reddit: r/samplesize

## Recommended Reading

- [How to Design and Report Experiments](#)

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