

Heuristics to Support Design of New Software for Interaction at Tabletops

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ABSTRACT

Heuristic Evaluation is a “discount” usability test that can support improved design decisions early in the development cycle. It is particularly a technique to support software design for tabletop interaction because the field is so new and there is potential to explore many new ideas for interaction. This makes Heuristic Evaluation particularly valuable. Many sets of heuristics have been proposed in the past, both for interfaces in general (not just computing interfaces), and ones that are more specialised. For tabletop, and other horizontal interactive interfaces, current sets of heuristics fall short. In this paper, we build from previous sets of relevant heuristics, to formulate a new set of heuristics for software design for tabletop interaction.