

### **Usability Evaluation**

Larina Wang
PhD Student
School of Engineering and Mathematical Science
Department of CSIT

latrobe.edu.au CRICOS Provider 00115M

## **Usability Evaluation Methods**

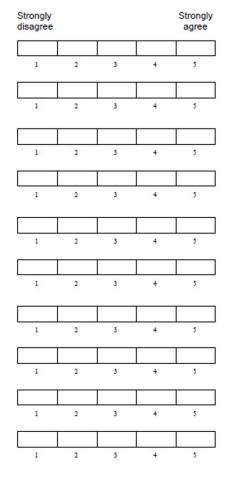
- Heuristic evaluations
- Cognitive walkthroughs
- Usability testing
- Comparison against guidelines

#### **Usability Testing**

#### System Usability Scale

Digital Equipment Corporation, 1986.

- I think that I would like to use this system frequently
- I found the system unnecessarily complex
- I thought the system was easy to use
- I think that I would need the support of a technical person to be able to use this system
- I found the various functions in this system were well integrated
- I thought there was too much inconsistency in this system
- I would imagine that most people would learn to use this system very quickly
- I found the system very cumbersome to use
- I felt very confident using the system
- I needed to learn a lot of things before I could get going with this system



#### NASA Task Load Index

Hart and Staveland's NASA Task Load Index (TLX) method assesses work load on five 7-point scales. Increments of high, medium and low estimates for each point result in 21 gradations on the scales.

Name	Task		Date	
Mental Demand	Н	w mentally der	nanding was the	task?
Very Low			Von	 y High
Physical Demand How physically demanding was the task?				
I I I I I I				
Very Low			Ver	y High
Temporal Demand How hurried or rushed was the pace of the task?				
Very Low			Ver	y High
Performance How successful were you in accomplishing what you were asked to do?				
Perfect			F	ailure
Effort How hard did you have to work to accomplish your level of performance?				
Very Low			Ver	y High
Frustration How insecure, discouraged, irritated, stressed, and annoyed wereyou?				
Very Low			Ver	y High

# 10 Usability Heuristics

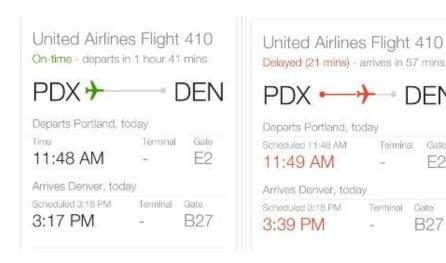
by Jakob Nielsen

#### 1. Visibility of system status

The system should always keep users informed about what is going on, through appropriate feedback within reasonable time.

Gate

B27





Click to edit Master text styles

#### 1. Visibility of system status



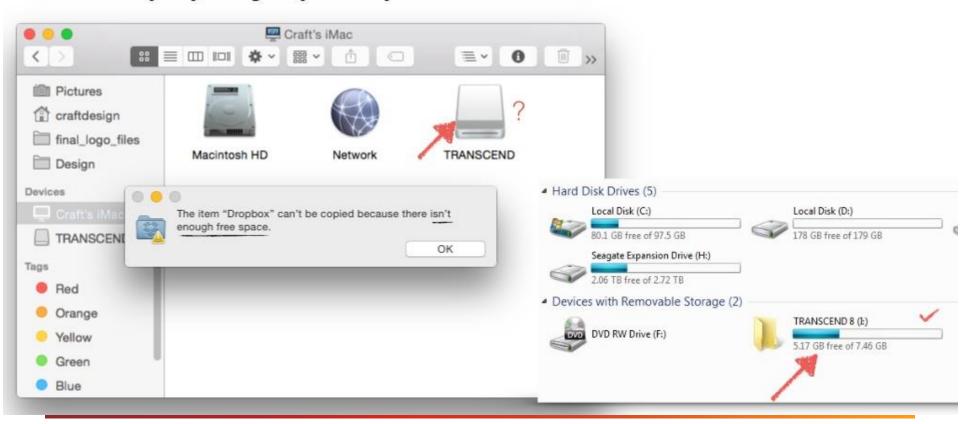
Or how the colour and position of the plane changes on Google search results to indicate if a flight is on time

#### 1. Visibility of system status



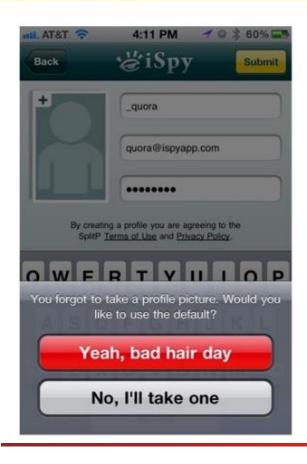
Don't keep your users guessing.

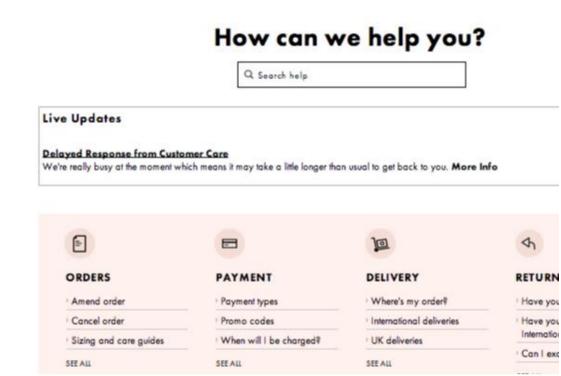
Would it be better if the system told you how much space you have on your drive before you begin a file transfer?



#### 2. Match between system and the real world

The system should speak the users' language, with words, phrases and concepts familiar to the user, rather than system-oriented terms. Follow real-world conventions, making information appear in a natural and logical order.



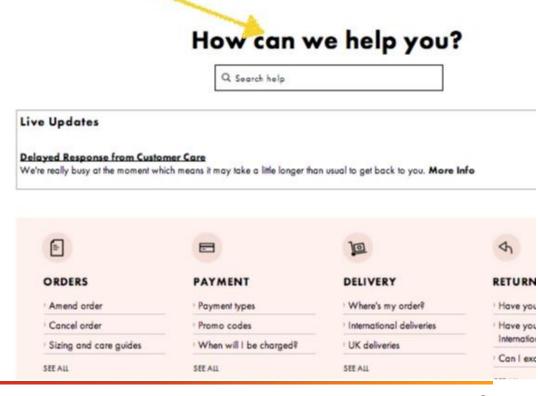


#### 2. Match between system and the real world

Buttons can be like real world conversations instead of labels.



Clearer and more effective than "FAQs"



#### 2. Match between system and the real world



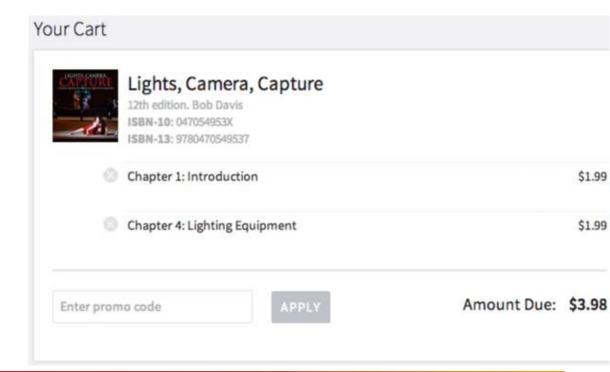
Refrain from confusing people with system oriented language and design.



#### 3. User control and freedom

Users often choose system functions by mistake and will need a clearly marked "emergency exit" to leave the unwanted state without having to go through an extended dialogue. Support undo and redo.





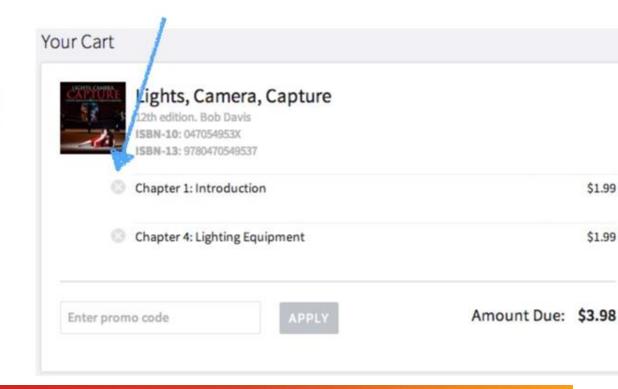
#### 3. User control and freedom

Allow people to change or delete items in a shopping cart as seen in this example from Inkling. It's also useful to allow them to continue shopping.



Ever felt the need for an undo button after sending an email to the wrong person?

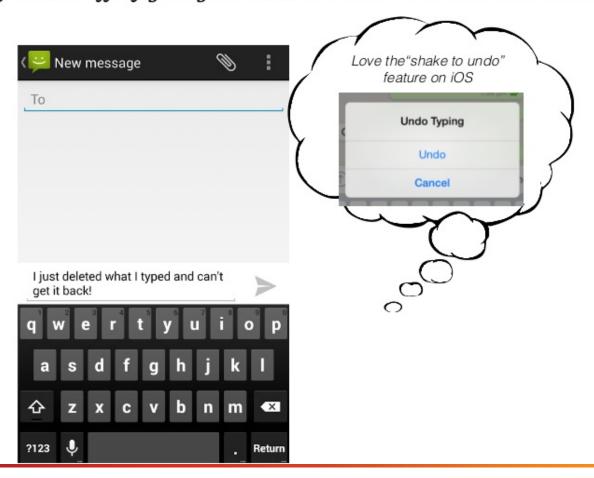
It's a good thing Gmail allows that.



#### 3. User control and freedom

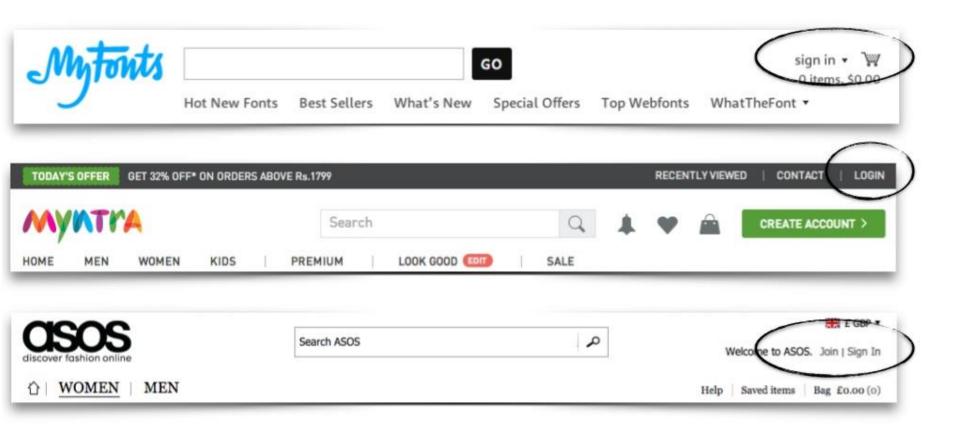
 $\oslash$ 

There is no way to undo a text edit on Android! Avoid pissing the user off by giving him no choice to revert to an earlier state.



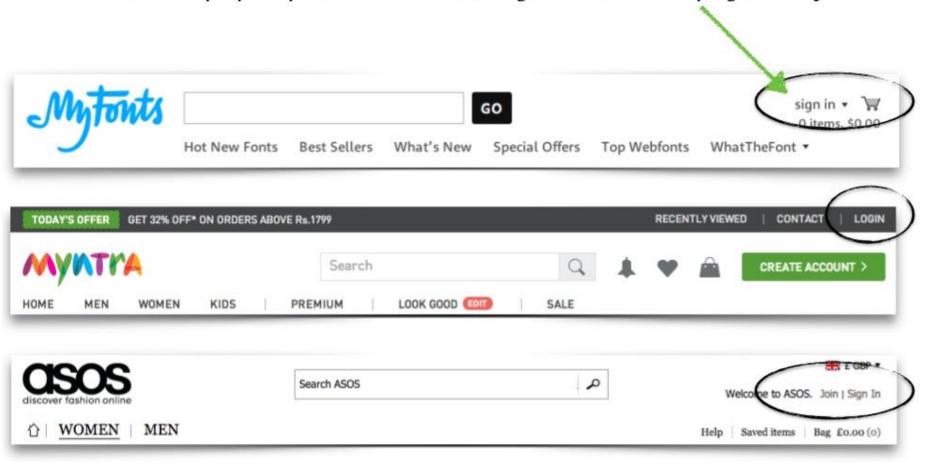
### 4. Consistency and standards

Users should not have to wonder whether different words, situations, or actions mean the same thing. Follow platform conventions.



#### 4. Consistency and standards

As a convention, people expect call to actions like Sign In to be at the top right on any website



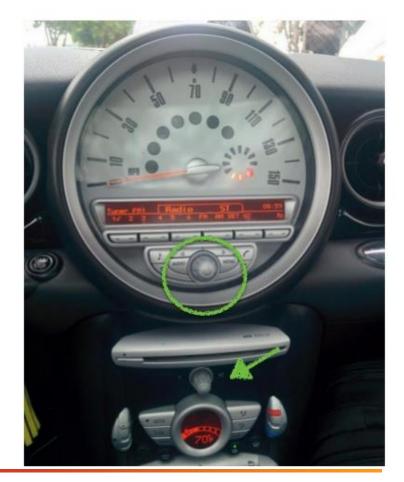
#### 4. Consistency and standards



One would expect the knob to be the volume control, but it's not.

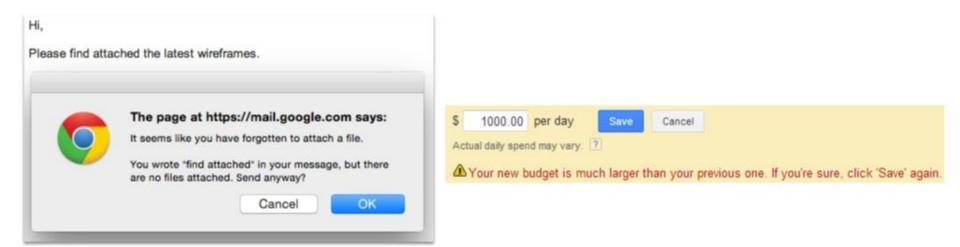
Similar functions have different shortcuts in Adobe's various software.





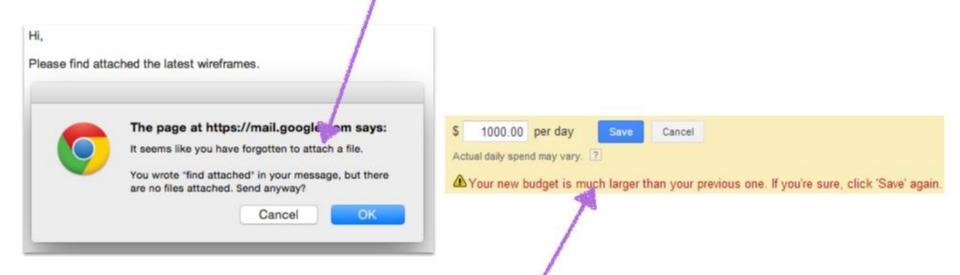
#### 5. Error prevention

Even better than good error messages is a careful design which prevents a problem from occurring in the first place. Either eliminate error-prone conditions or check for them and present users with a confirmation option before they commit to the action.



#### 5. Error prevention

Gmail prompts you when you forget to insert an attachment

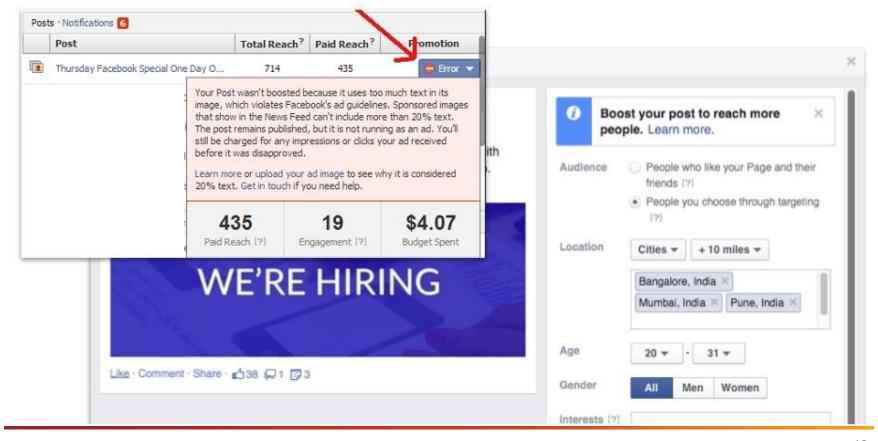


On Google Ads, if you input a budget much larger than your previous one, the system checks with you if you really meant to do so.

#### 5. Error prevention

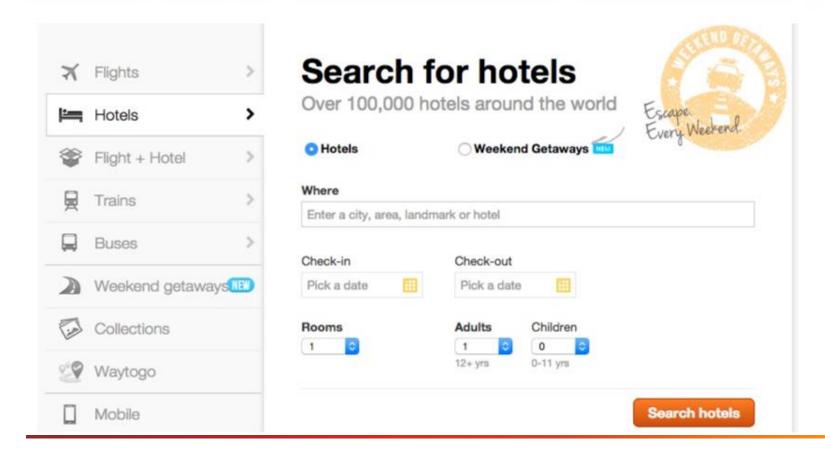


Facebook does not try and prevent you from posting an ad that is against its guidelines. e.g. There is no way for a first time user to assume that his ad might get pulled off mid-campaign because Facebook might later find it inappropriate.

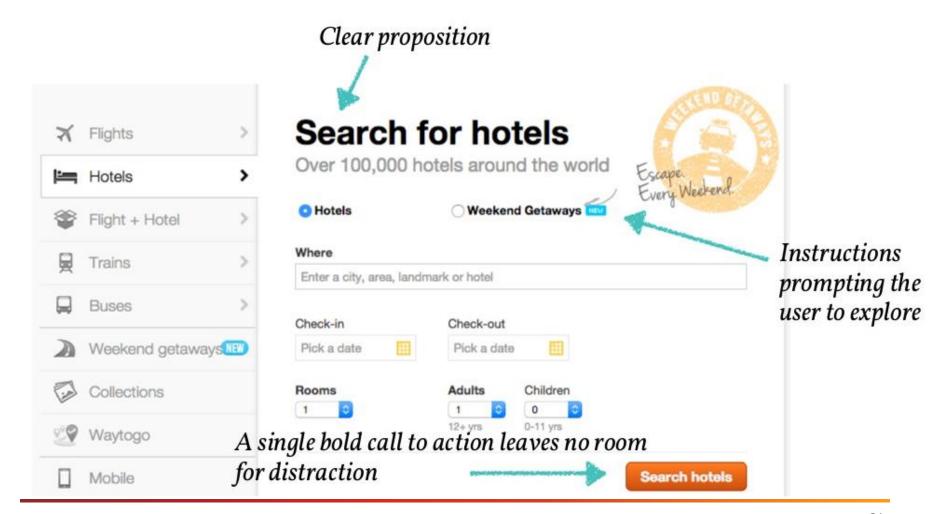


#### 6. Recognition rather than recall

Minimise the user's memory load by making objects, actions, and options visible. The user should not have to remember information from one part of the dialogue to another. Instructions for use of the system should be visible or easily retrievable whenever appropriate.



#### 6. Recognition rather than recall



#### 6. Recognition rather than recall



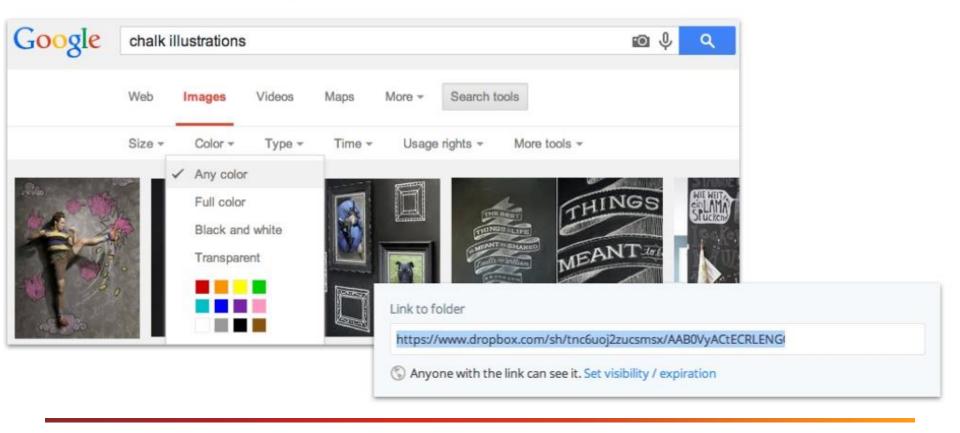
Important actions should be easy to access and identify.

In an earlier version of Windows 8, it was almost impossible to shut down the computer without googling how to do it.



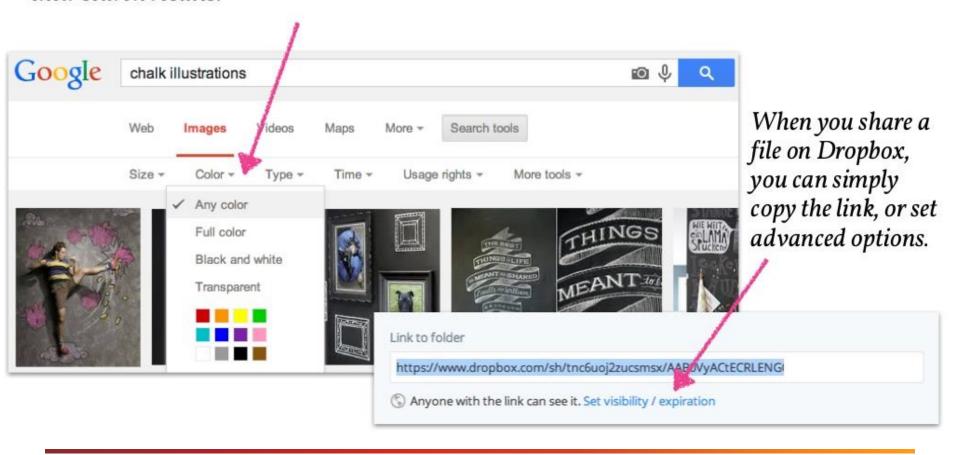
#### 7. Flexibility and efficiency of use

Accelerators - unseen by the novice user - may often speed up the interaction for the expert user such that the system can cater to both inexperienced and experienced users. Allow users to tailor frequent actions.



#### 7. Flexibility and efficiency of use

Advanced users can use filters on Google Images to narrow down their search results.

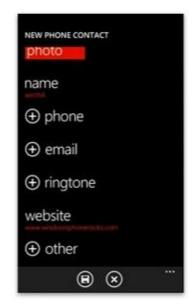


#### 7. Flexibility and efficiency of use



This feature request highlights the frustration of an advanced user not being able to customise default features.





#### 8. Aesthetic and minimalist design

Dialogues should not contain information which is irrelevant or rarely needed. Every extra unit of information in a dialogue competes with the relevant units of information and diminishes their relative visibility.

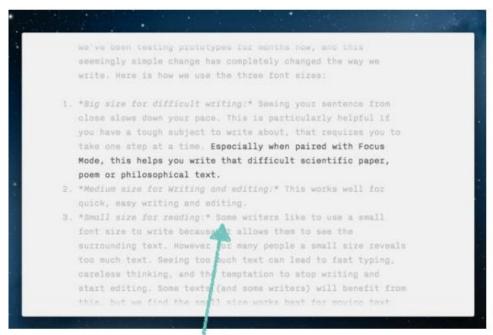
we've been testing prototypes for months now, and this seemingly simple change has completely changed the way we write. Here is how we use the three font sizes:

- \*Big size for difficult writing:\* Seeing your sentence from close slows down your pace. This is particularly helpful if you have a tough subject to write about, that requires you to take one step at a time. Especially when paired with Focus Mode, this helps you write that difficult scientific paper, poem or philosophical text.
- \*Medium size for Writing and editing: \* This works well for quick, easy writing and editing.
- 3. \*Small size for reading:\* Some writers like to use a small font size to write because it allows them to see the surrounding text. However for many people a small size reveals too much text. Seeing too much text can lead to fast typing, careless thinking, and the temptation to stop writing and start editing. Some texts (and some writers) will benefit from this but we find the small size works best for moving text



#### 8. Aesthetic and minimalist design

Dieter Ram's designs reflect this principle. "Less, but better – because it concentrates on the essential aspects, and the products are not burdened with non-essentials."



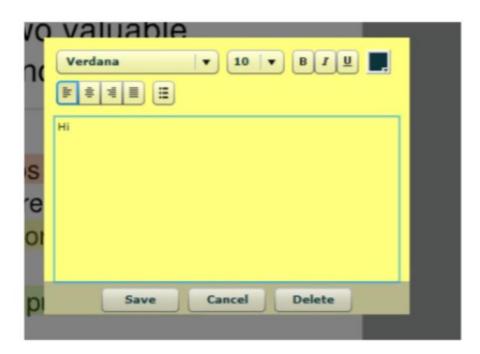


The iA Writer app is a clean typing sheet with no distractions in the interface. It allows you to focus on what you're writing and hides everything else.

#### 8. Aesthetic and minimalist design

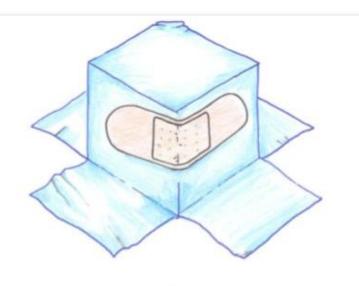


Avoid overloading the interface with features . Examine every element and ask - is this really needed?



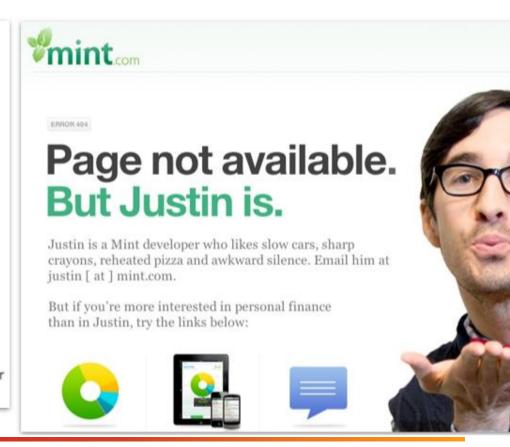
#### 9. Help users recognize, diagnose, and recover from errors

Error messages should be expressed in plain language (no codes), precisely indicate the problem, and constructively suggest a solution.



#### Error

Something went wrong. Don't worry, your files are still safe and the Dropboxers have been notified. Check out our Help Center and forums for help, or head back to home.

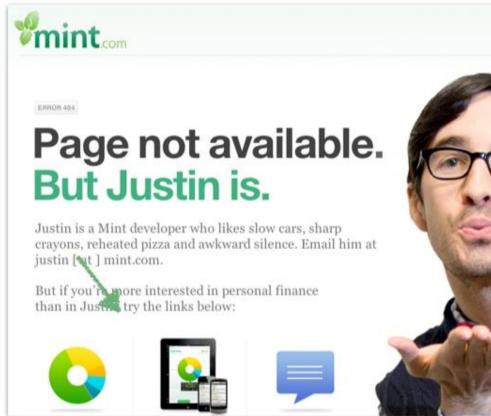


#### 9. Help users recognize, diagnose, and recover from errors

#### An assuring error message on Dropbox

Error Something went wrong. Don't worry, your files are still safe and the Dropboxers have been notified. Check out our Help Center and forums for help, or head back to home.

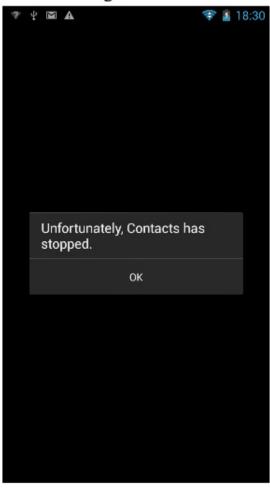
A funny message keeps the audience engaged, while relevant links make sure they stay on your website.



### 9. Help users recognize, diagnose, and recover from errors

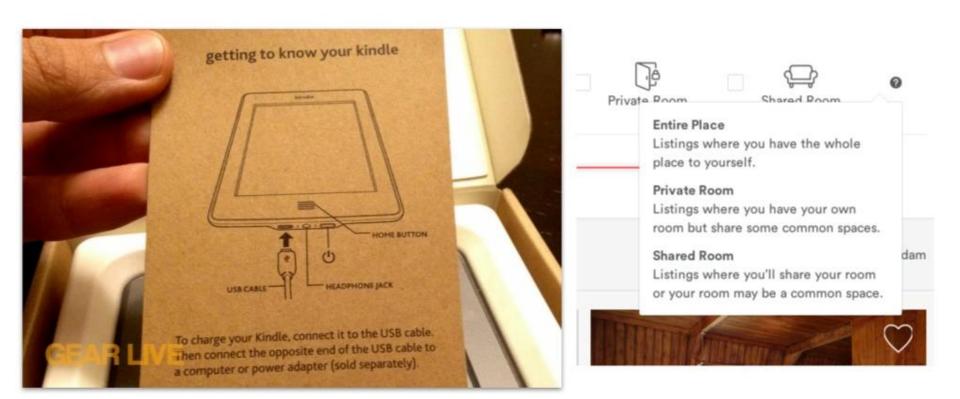


Don't tell people that something's broken and can't be fixed.



#### 10. Help and documentation

Even though it is better if the system can be used without documentation, it may be necessary to provide help and documentation. Any such information should be easy to search, focused on the user's task, list concrete steps to be carried out, and not be too large.

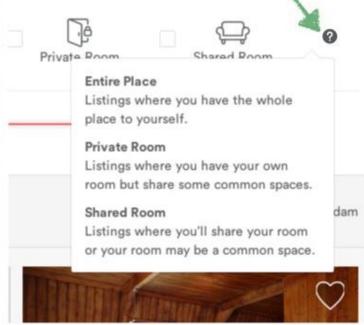


#### 10. Help and documentation

The Kindle comes with an instruction card tucked inside the box flap, instead of a long boring manual



Contextual help on AirBnB provides explanations where they are needed most frequently



#### 10. Help and documentation



# If only diapers came with an easy tutorial!



Click to edit Master text styles

# Thank you

latrobe.edu.au CRICOS Provider 00115M