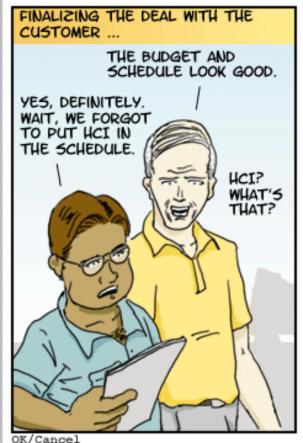
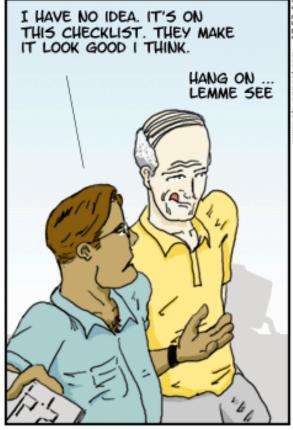
#### **Expert Reviews**







Fitting In : copyright 2004 tom chi and kevin cheng \_



Carl Angiolillo 2011-10-31

#### **Agenda**

Evaluation overview
Last week
Usability evaluation methods
Heuristic evaluation
Cognitive walkthrough, KLM-GOMS
Next



#### **Evaluation overview**

Competitive analysis – October 24 ✓

**Expert review** – October 31

Web analytics – November 7

Think aloud – November 14

Clients: Reports – November 21



#### Last week

Competitive analysis questions?



	100	10	s į	0.784	100	2
NAVIGATION - Does a user know where he is now, where to go next, and how to get there from here?	•	•	0	•	•	•
HOMEPAGE - Does the homepage provide a comprehensive overview of what is available on the site and encourage exploration?	0	•	•	0	•	0
PRODUCTS - Can a user find *his* product easily? Are product pages scannable, highlighting features and benefits for a quick overview? Is there more detailed product information available for expert users?	•	0	•	0	•	0
SUPPORT - Does the site provide appropriate support for its users? Can a user find the support resource(s) he needs?	0	•	0	0	•	0
SEARCH - Are search results comprehensive? Is there [useful] advanced search functionality available?	0	0	•	0	0	0
EVIDENCE - Are testimonials, usage statistics, or clinical evidence content available and easy to locate?	0	•	0	0	•	0
EDUCATION - Are there educational resource available? Can a user quickly figure out what's available and how to register or get more information?	•	0	0	0	0	•
MULTIMEDIA - Does the site incorporate images, video, audio, or interactive elements? Are they presented in-context or easy to locate?	•	0	•	•	0	•
SOCIAL MEDIA - Does the site incorporate social media options such as bookmarking & sharing or RSS feeds? Are they easy to locate?	•	0	•	•	0	0
TECHNOLOGY - Does the site present an overview of the technology used?	•	0	•	•	•	0

#### Accessibility

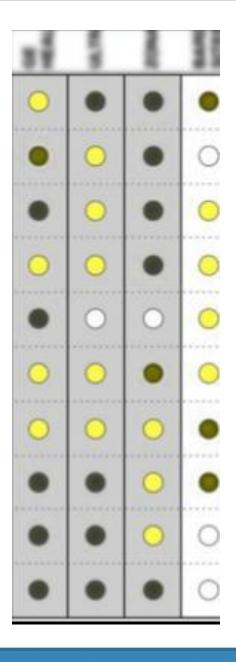
~7% of US males are red-green color blind:

http://www.hhmi.org/senses/b130.html

As designers we should strive to make our products accessible.

#### See for strategies:

http://www.uxmatters.com/mt/archives/2007/02/ensuring-accessibility-for-people-with-color-deficient-vision.php





### What is usability?

#### A usable product:

- Supports routine performance
- Supports non-routine performance
- Reduces or prevents human error
- Prevents or recovers from system error
- Pleasant to use

usable ≠ useful

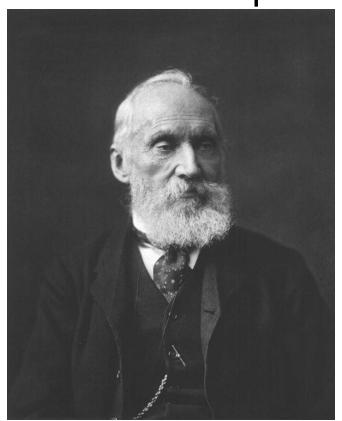






## We want to improve usability!

If you cannot measure it, you cannot improve it.





#### **Usability Evaluation Methods**

## Empirical methods



- Observation
- Experimentation

## Analytical methods



- Derived from physical, psychological, sociological, or design theories
- Heuristics derived from experience



#### **Empirical (testing) methods**

- Contextual inquiry (September 19)
- Web analytics (November 7)
- Think aloud (November 14)
- Remote testing
- Log analysis
- Eye tracking
- "Wizard of Oz" studies
- Surveys and questionnaires
- Diary studies



### **Analytical (inspection) methods**

- Heuristic evaluation (UIM¹ Ch2)
- The GOMS (Goals, Operators, Methods, and Selection rules) family
  - Keystroke-Level Model (KLM)
- Cognitive walkthrough (UIM¹ Ch5)
- Pluralistic walkthrough (UIM¹ Ch3)

<sup>1</sup>UIM = Usability Inspection Methods, Nielsen & Mack



## **Analytical (inspection) methods**

"Discount usability engineering methods" –Jakob Nielsen



Usually a small team of evaluators using analytical methods to review an interface based on recognized usability principles



#### **Heuristic evaluation**

0 1 2

Brief the group

**Evaluate** individually

**Aggregate** issues

**Apply** severity ratings

**Summarize** findings



#### **Step 0: Brief the group**



Heuristic evaluation methodology (this)

#### Domain briefing

 Important if evaluators are unfamiliar with the product's domain

#### Scenario briefing

 Can optionally include specific tasks or scenarios or allow evaluators to explore on their own





#### Two passes

- 1. Inspect flow (and optional tasks/scenarios)
- 2. Inspect each element against heuristics

Recognized usability principles

- 10 Nielsen heuristics (UIM Ch2, p.30)



### **H1: Visibility of system status**

#### Keep users informed







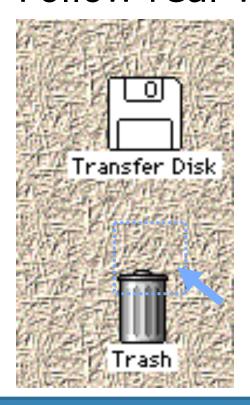
	Copying files	
Copying files		
From: /mnt/t10 To: /home/		
	Copying: file1	
		<u>S</u> Cancel



## H2: Match between system and real world



Speak the users' language Follow real-world conventions









#### H3: User control and freedom



Undo, exits for mistaken choices Don't force fixed paths



 Don't use your browser's BACK button. If you click on it, you will return to this page.

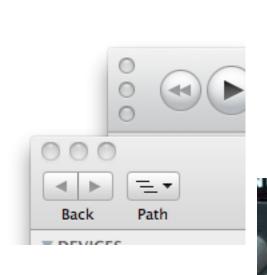
http://www.dshs.wa.gov/ppa/PoMdocuse.shtml

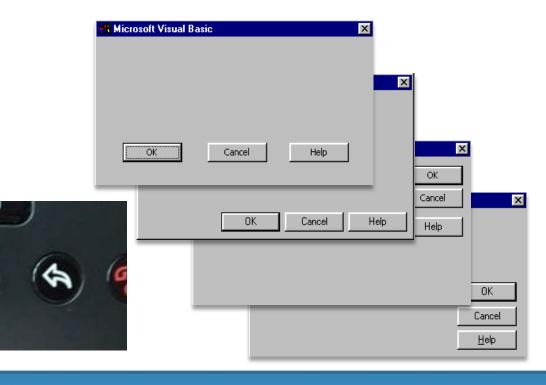


### **H4: Consistency and standards**



Same words, situations, and actions mean the same -- follow platform conventions



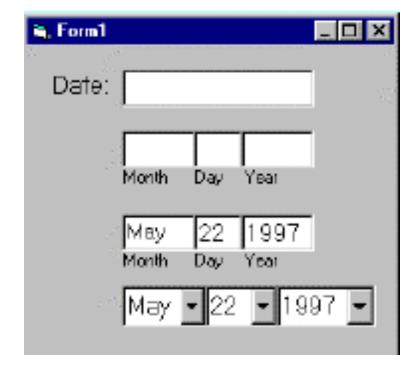




### **H5: Error prevention**



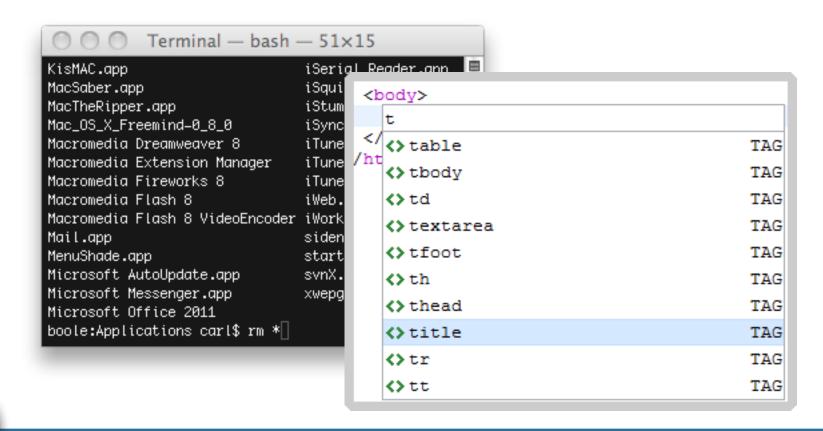
Careful design to prevent problems from occurring in the first place





## H6: Recognition rather than recall

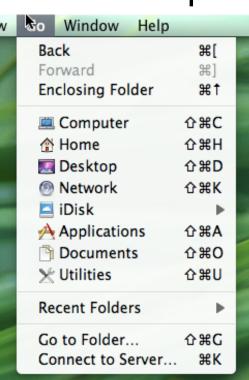
Make objects, action, and options visible

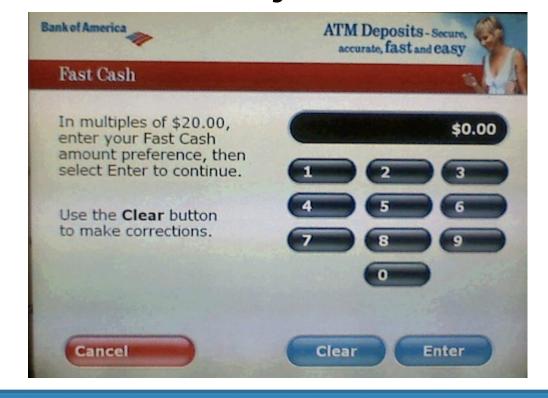




# H7: Flexibility and efficiency of use

Accelerators for experts
Tailor frequent actions or objects







# H8: Aesthetic and minimalist design

Extraneous information in an interface competes with relevant information

Form Title (appears above URL in mos	t browsers and is used by WWW search	Backgound Color:	
Q&D Software Development Order Desk		FFFBF0	]
Form Heading (appears at t	op of Web page in bold type)	Text Color:	
Q&D Software Development Order Desk	<b>▼</b> Center	000080	
E-Mail respones to (will not appear on	Alternate (for mailto forms only)	Background Graphic	
dversch@q-d.com			
Text to appear in Submit button	Text to appear in Reset button	O Mailto	
Send Order	Clear Form	© nai	
Scrolling Status	Bar Message (max length = 200 characters	l	
***WebMania 1.5b with Image Map Wizard	is here!!***		
KK Prev Tab		Next Tab >	·>



#### **H9: Error recovery**

Help users recognize, diagnose, and recover from errors
Solution-oriented





### H10: Help and documentation



Easy to search and find Always available and task-oriented

Help Topics: Microsoft PowerPoint	? X
Contents Index Find	
Type the first few letters of the word you're looking for.	
animation, creating animated sides	
2 Elick the index entry you want, and then click Display.	
agenda dides aligning objects aligning text aligning text in objects allowing fast saves almanao in Bookshelf	
American Heritage Dictionary Animation Player animation	
creating animated sides downloading animations from Internet overview previewing running in Web presentations slide design considerations sound and video in animation sequences what's new in PowerPoint 97	
<u>D</u> isplay <u>P</u> int.	Cancel



#### **Nielsen's Heuristics**



**H1: Visibility** of system status

H2: Match between system and real world

H3: User control and freedom

**H4: Consistency** and standards

**H5: Error prevention** 

**H6: Recognition** rather than recall

H7: Flexibility and efficiency of use

H8: Aesthetic and minimalist design

**H9: Error recovery** 

H10: Help and documentation





ID, name, heuristic

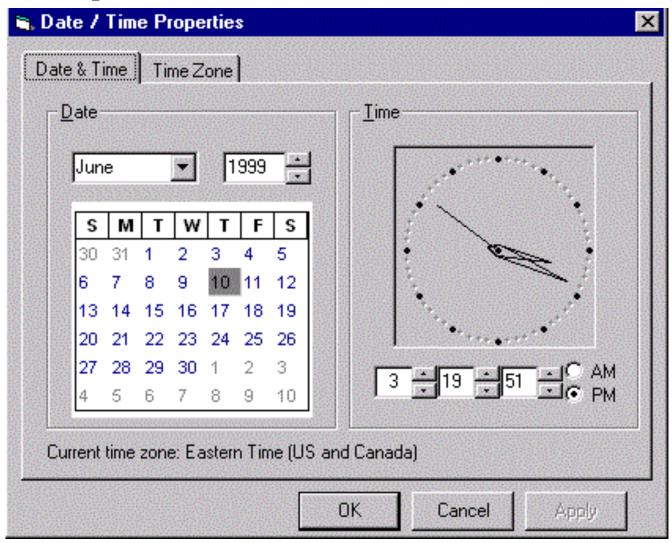
- ID: <evaluator's initials>-HE-##

Name: succinct description

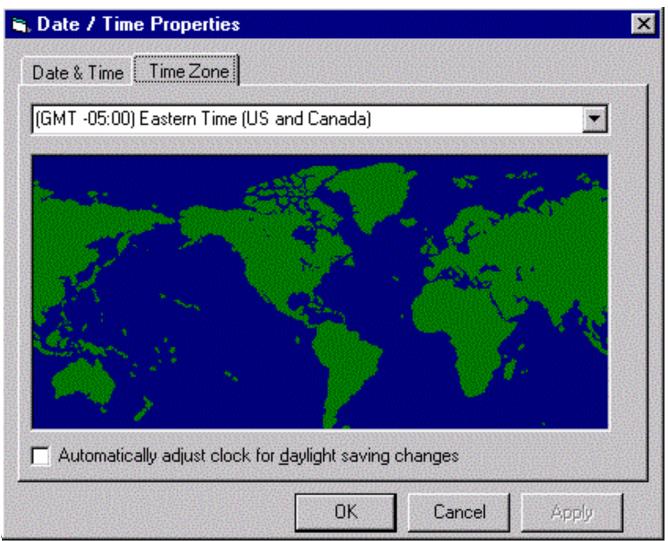
- **Heuristic:** H1-10

ID	Name	Heuristic(s)
cda-HE-09	No feedback during image upload process	H1 Visiblilty
cda-HE-10	File size instructions use jargon	H2 Match
cda-HE-11	Upload error message provides no guidance	H9 Recovery
cda-HE-12	File navigator starts from root folder every time	H7 Flexibility
cda-HE-13	Image upload requires users specify file type	H6 Recognition







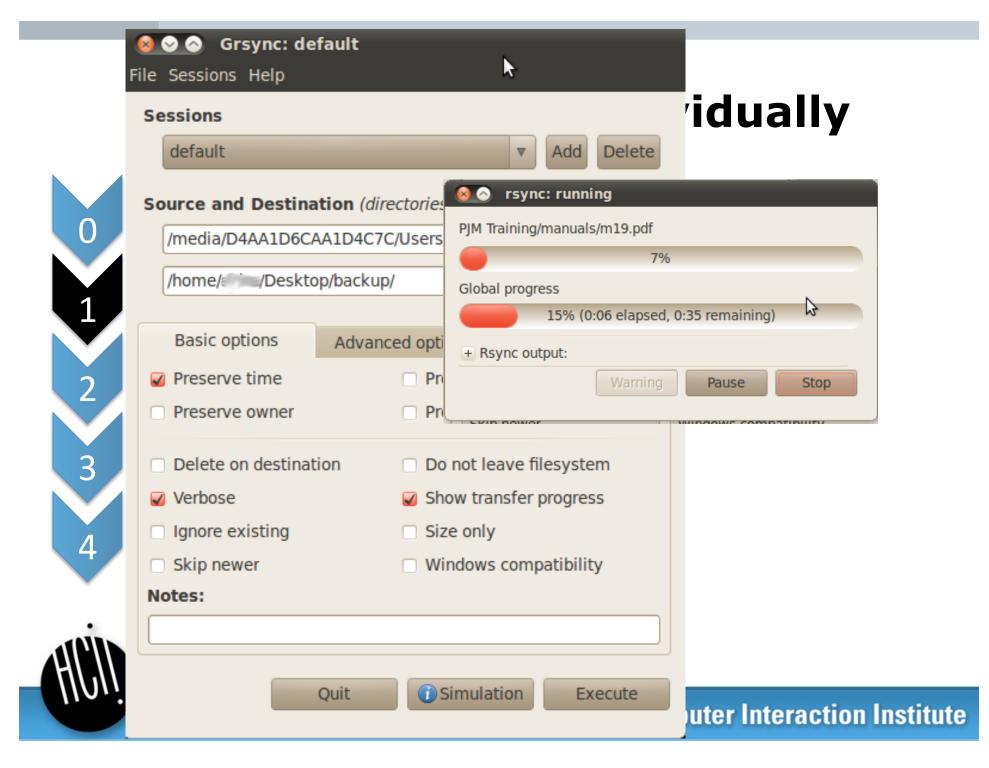


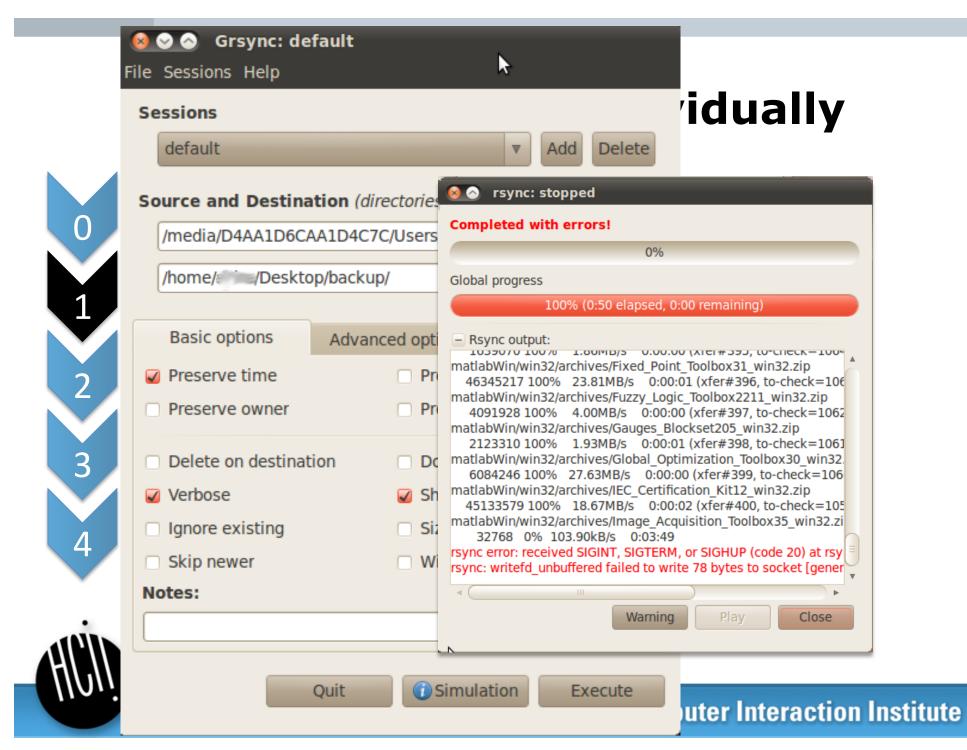




idually

uter Interaction Institute





## **Step 2: Aggregate issues**

Read issues in turn, consolidate a list

ID	Combined name	<b>Heuristic(s)</b>	<b>Evaluator(s)</b>
HE-12	No feedback during image upload process	H1 Visibility	cda-HE-09, ljd-HE-02, ht-HE-04
HE-13	OK and Apply button perform same action	I	ljd-HE-03, sh-HE-11
	New entries appear above viewable area, user must manually scroll to see them	H1 Visibility	ljd-HE-06, sh-HE-02, ht-HE-04
HE-15	Email addresses must be added manually from memory	prevention, H6	ljd-HE-07, cda-HE-04, ht-HE-01



#### **Step 2: Aggregate issues**

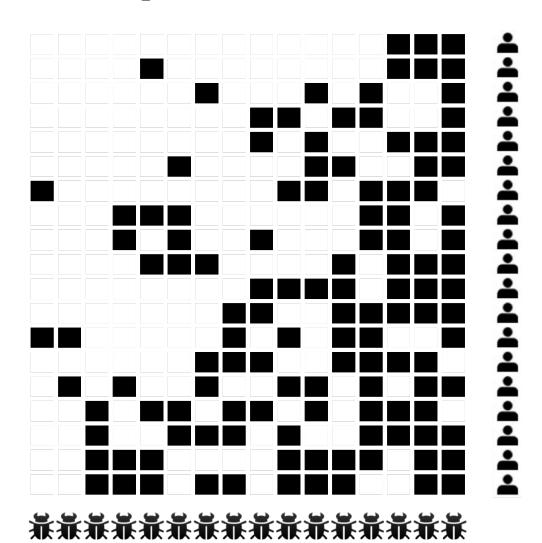


Activity



## **How many evaluators?**

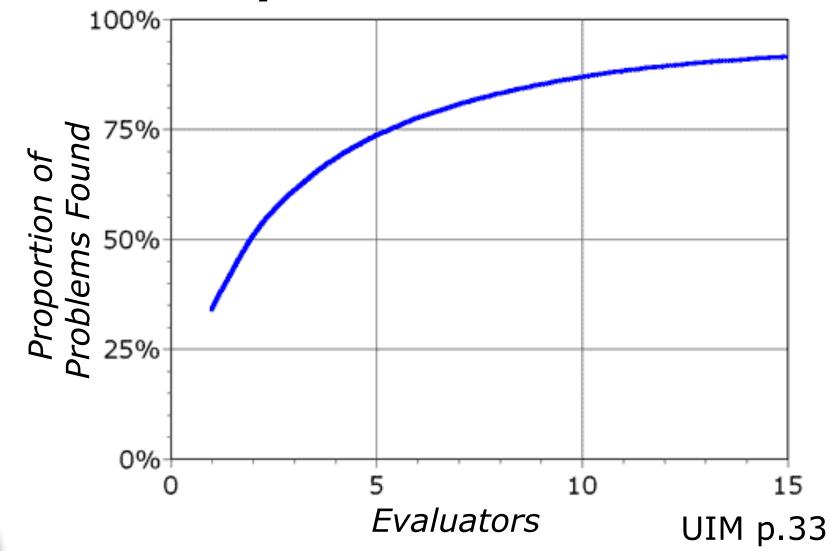






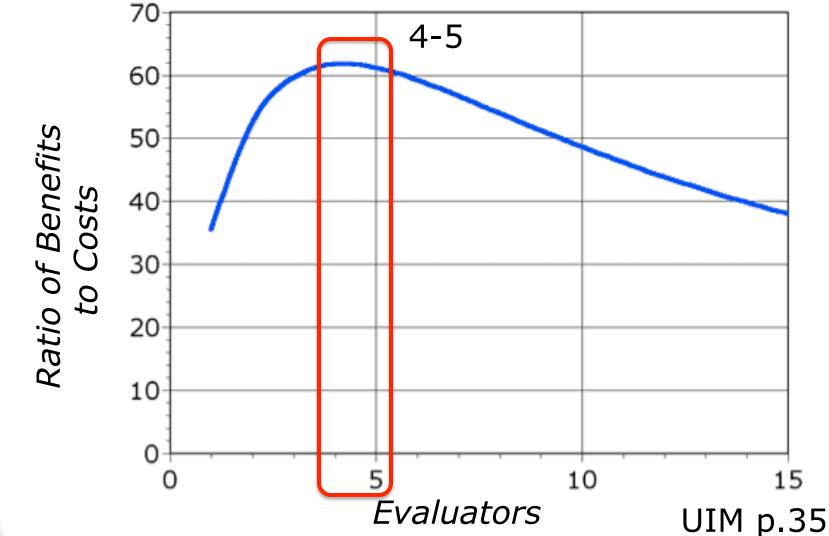
UIM p.27

#### **How many evaluators?**





### **How many evaluators?**





## Step 3: Apply severity ratings



- 4 Catastrophic
  - Product cannot be released
- 3 Major
  - High-priority issue
- 2 Minor
  - Good to fix when there's a lull
- 1 Cosmetic
  - Icing on the cake (these rarely get done)
- 0 Not a problem
  - I don't agree that this is a problem at all



## Step 3: Apply severity ratings



#### Justification:

- Frequency: Common or rare occurrence?
- Impact: How bad is it? How hard to recover?
- Persistence: One-time problem users can work around or unavoidable problem?

For each issue, average the rating from each evaluator



## **Step 3: Apply severity ratings**



Activity



# Step 4: Summarize findings: Usability Aspect Reports



Short (1 page max) report for each issue Goes by many names

- Usability Problem Report (UIM Ch11)
- Usability Aspect Report (CMU)
- Bug/Issue Report (Bugzilla, JIRA, Rational)

Audience: primarily developers

- Specific and convincing
- Compiled in final report's appendix or entered directly into bug tracking system



# Step 4: Summarize findings: Usability Aspect Reports



Name: succinct description

Evidence: just the facts, ma'am

**Explanation:** which heuristic violated, your

interpretation of the evidence

**Severity:** rating and justification

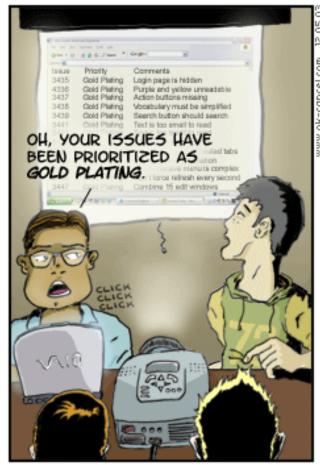
**Solution:**(optional) include possible fixes

Relationships:(optional) link to related reports



# Step 4: Summarize findings: Usability Aspect Reports







OK/Cancel

First Things First : copyright 2003 tom chi and kevin cheng \_



# Step 4: Summarize findings: Executive summary



What are the important take-aways for people who do not read the individual Usability Aspect Reports?

Look for the forest in the trees

Consider affinity diagramming

Audience: Project managers, team leads



#### **Heuristic evaluation**

0 1 2

Brief the group

**Evaluate** individually

**Aggregate** issues

**Apply** severity ratings

**Summarize** findings



### Heuristic evaluation advantages

"Discount usability engineering"

Low intimidation

Don't need to identify tasks, activities

Can identify obvious fixes

Can expose problems user testing doesn't

Provides a shared language for talking about usability recommendations



### Heuristic evaluation disadvantages

**Un-validated** 

Inconsistent

False alarms -- problems unconnected with tasks

May be hard to apply to new technology



## **Cognitive Walkthrough**

Especially suited to "first-time" use

Cognitive theory, exploratory learning

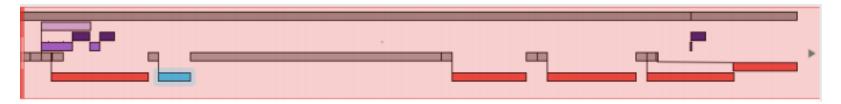


Evaluator(s) walk through each state of a task while answering questions about a hypothetical user's goals, perceptions, and comprehension (See UIM Ch5)



# Keystroke-Level Model (KLM-GOMS)

GOMS methods apply to skilled users *only* Quantitative prediction of performance Model Human Processor, ACT-R, Fitts' Law



KLM is an easy-to-use GOMS and CogTool is a free software tool for doing KLM (see http://cogtool.hcii.cs.cmu.edu/)

#### **Agenda**

Evaluation overview
Last week
Usability evaluation methods
Heuristic evaluation
Cognitive walkthrough, KLM-GOMS
Next



#### Next

#### Readings

Usability Inspection Methods Ch2 & Ch11

#### **Discussion Section**

Practice heuristic evaluation (bring laptops)

#### Homework

Conduct a heuristic evaluation

#### Next week's lecture

Web analytics on November 7

