POLITECNICO DI MILANO





Prof. Franca Garzotto

Metodi di Inspection: MiLE

Che cosa è MiLE

- MiLE = Milano-Lugano Evaluation
- Sviluppato in collaborazione tra HOC-Lab (Politecnico di Milano) e TEC-Lab (Università di Lugano).
- Metodi di inspection
- Integra metodi basati su euristiche e metodi task-based
- Supporta un approccio sistematico
 - alla inspezione
 - alla integrazione di ispezione e user testing

Concetti chiave 1

- "L'usabilità è l'efficacia, l'efficienza e la soddisfazione con cui specifici utenti possono conseguire specifici risultati in particolari contesti" (ISO 9241-11)
- Identifica due tipi di "attributi" (euristiche) di usabilità:
 - Application independent
 - "Indipendenti" dai requisiti specifici della applicazione
 - Possono essere valutati senza conoscere obbiettivi e profili utente della applicazione
 - Application dependent
 - "Dipendenti" dai "requisiti" specifici della applicazione
 - Possono essere valutati solo conoscendo obbiettivi, contesto d'uso, profili utente della applicazione
 - Essendo legate a questi aspetti, sono a meta' strada tra USABILITA' E UTILITA'

Concetti chiave 2

- Due tipi di attività di ispezione:
 - Inspezione "tecnica"
 - Per scoprire violazione di attributi application independent
 - User Experience Inspection
 - Per scoprire violazione di attributi application dependent

Concetti chiave 3

Per gli attibuti application independent:

- Diverse dimensioni di analisi, per una analisi "tecnica" sistematica
 - Contenuto
 - Design dell'interfaccia
 - Interazione/navigazione
 - Semiotica
 - Elementi cognitivi
 - Elementi grafico-visivi
 - ...
 - Navigazione
 - Tecnologia
- Per gli attributi application dependent:
 - Uso intensivo di scenari
 - Definizione di indicatori della qualità della user experience

Attributi "application independent"

Legati a:

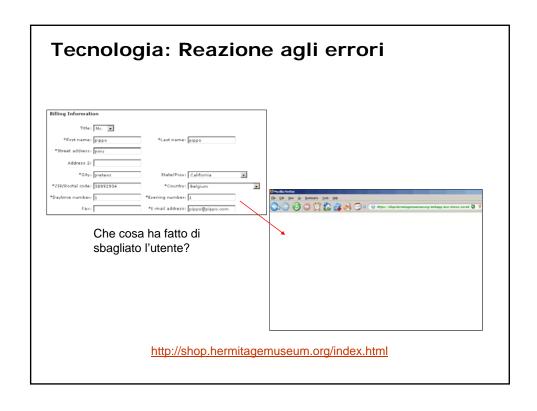
- "Qualità" della navigazione
- Accuratezza del contenuto
- Consistenza
- Evidenza dello "stato" della applicazione
- Qualità visiva (grafica e lay-out)
- Aderenza agli standard (tecnici, di interfaccia)
- Qualità tecnica

Esempi di attributi "application independent"

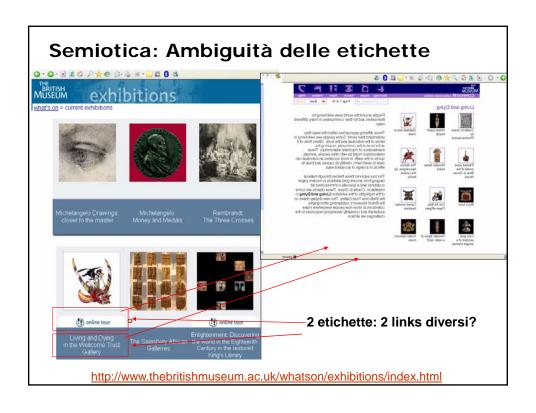














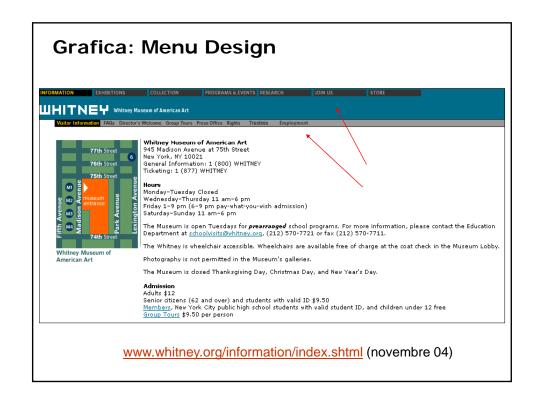


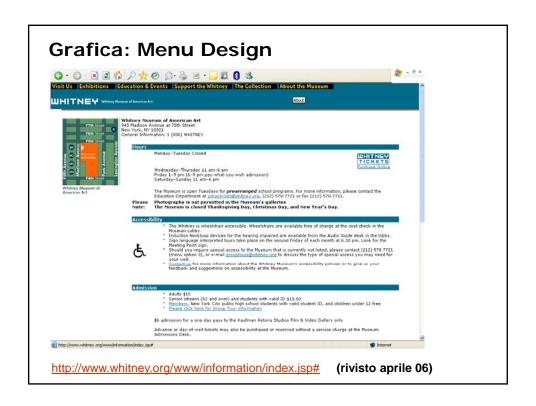










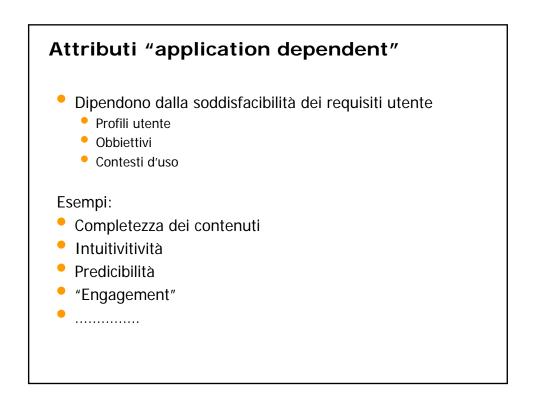












Esempi di attributi "application dependent"

Multilinguismo

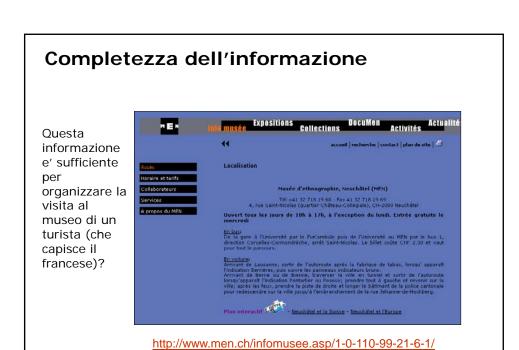
Sono un turista americano:

esiste una versione in inglese della descrizione della mostra?

E della collezione?



www.men.ch/expositions.asp/1-3-583-99-21337-99-32-4-1/





HOW TO PERFORM EVALUATION: TECHNICAL INSPECTION

- **Main goal:** to evaluate Application INDEPENDENT Usability, i.e., identification of design problems and implementation breakdowns.
- The inspector evaluates the application from the design dimensions' perspective
 - Content
 - Navigation
 - Technology
 - Interface Design
 - Semiotics
 - Cognitive
 - Graphics

3

MILE+ Technical Inspection

- For each design dimension MiLE provide a library of "technical" heuristics organized in various dimensions:
 - Content
 - Navigation
 - Technology/Performance
 - Interface Design
 - Semiotics
 - Graphics
 - Cognitive
- For each tech heuristic MILE+ provides:
 - Its definition
 - Suggested (inter)actions on the web site to perform in order to measure it
- (see pdf in WB)

How to carry on Technical Inspection: simple applications ("few" pages)

- Explore the application page by page
- For each page:
 - For each heuristic which may be relevant for the current page perform the suggested ACTIONS and
 - give a score to the heuristics (choose a metric previously agreed among all evaluators)
 - Record the page where problems are detected, and the reason why you gave a given score
- Organize the results
 - By design dimension
 - By heuristics
 - By page
 - **7**
- Provide aggregated numerical data (and their proper visualization) along various perspectives

22

How to carry on Technical Inspection: complex applications (many pages)

If the application is wide and complex, and cannot be inspected exaustively, use **SCENARIOS** to choose where to focus inspection

FOR EACH SCENARIO:

 Perform the tasks; for each task, work on the pages you are traversing as indicated in the previous slide

HOW TO PERFORM EVALUATION: UX INSPECTION

How to evaluate Application DEPENDENT Usability Problems?

35

USER EXPERIENCE INSPECTION:

CONCEPTUAL TOOLS:

SCENARIOS

+

USER EXPERIENCE INDICATORS (UEIs)

UEIs: Fine-grained heuristics that cannot be evaluated without knowing user profiles and goals – i.e. their measure depends upon some scenarios

UEIs

- Three categories of UEIs (corresponding to the different types of user interaction experiences)
 - Content Experience Indicators (ex. Multilinguisticity)
 - Navigation & Cognitive Experience Indicators (ex: Predictability)
 - Interaction Flow Experience Indicators (ex. Naturalness)

37

The role of scenarios User/Customer End-user Want to do something in a given context Scenario Users profile Goal/Context Tasks SCENARIO UXINDICATORS Exectute the scenario di evaluate ... Evaluation activity

How to build scenarios / 1

Identify the user profiles (or user types): Who will use the application?

User Type	
	User profiles
Learner	Responsible
Learier	Accepter
	Seller
	Tutor (1n)
Instructor	Administrator
	Responsible

Identify their high-level (or macro) goals: Why will they use the application?

Macroscenario A	
User profile	Seller
Macrogoal	Plan the learning experience

User type (or profile) + macro-goal = MACRO-SCENARIO

39

How to build scenarios / 2

Refine the Macro-scenario goals into finergrained goals

Macroscenario A	Plan the learning experience
Scenario 1	Plan the study
Scenario 2	Know course conditions
Scenario 3	Know the learning level achieved

Refine Scenarios into user tasks

Macroscenario A	Plan the learning ex	xperience	
Scenario 1	Goal	Tasks	
	Plan the study	1 1 1	Know the time required to frequent a course Find the ideal period to frequent a classroom session Know the time needed to download a document
Scenario 2	Know course conditions	1 1 1	See course goals See the course structure See how to communicate with tutors and peers

Choose the scenario granularity most appropriate to your project.

Examples of scenarios

SCENARIO	Well-educated American tourist who knows he will be in town, he wants visit the real museum on December 6th 2004 and therefore he/she would like to know what special exhibitions or activities of any kind (lectures, guided tours, concerts) will take place in that day.
USER PROFILE	Tourist
GOAL	Visit the M useum in a specific day
TASKS	Find the events/exhibitions/lectures occurring on December 6th in the real museum Find information about the museum's location

SCENARIO	Marc looking for some information about Enlightenment period studying at school.
USER PROFILE	Marc, High-school student
GOAL	To be informed on a specific historical period (e.g. Enlightenment)
TASKS	Find general information about this period; Find detailed information about social and religious impact of Enlightenment period.

41

How to carry on UX evaluation

FOR EACH SCENARIO:

- Perform the tasks; for each task
- Evaluate the task through User Experience Indicators (UEIs)
 - For each attribute which may be relevant for the task, give a score.
- (Weight the results according to the priority of user profiles and goals)

SCENARIO					
USER PROFILE	Art-lover				
TASK	Find informat	ion about the history of	museum collection		
SCENARIO DESCRIPTION		lover. He would like to wants to know how the			particular collection of the museum (e.g.
Evample of Licer	Evnorionco	Matrix			
Example of User	Experience	Matrix	UEIs		
Task: Find information about the history of museum collection	Experience Predictability	Matrix Understandability	UEIs Richness	Comprehensibility	Global Score for this Task
Task: Find information about the				Comprehensish II y	Global Score for this Task 6.75 (just average score)
Task: Find information about the history of museum collection	Predicability	Understandabiliy	Richness		

