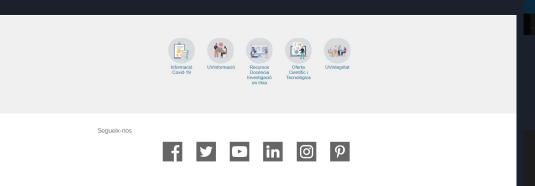# Study on accessibility and usability
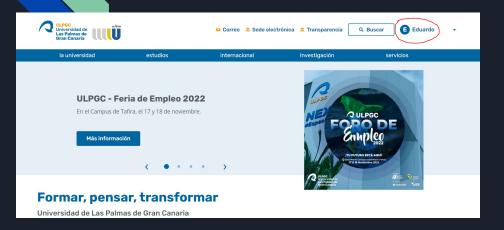
Eduardo López Fortes
Alejandro Jesús González Santana
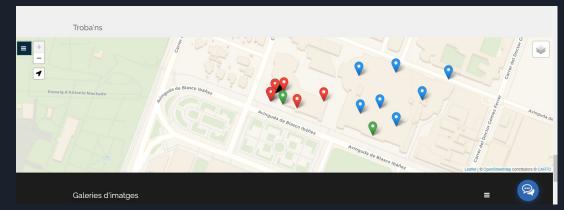
Strive for Consistency

Seek Universal Usability

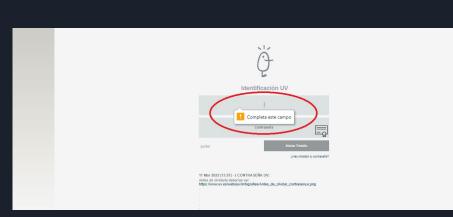# Offer Informative Feedback

Design Dialogues to Yield Closure
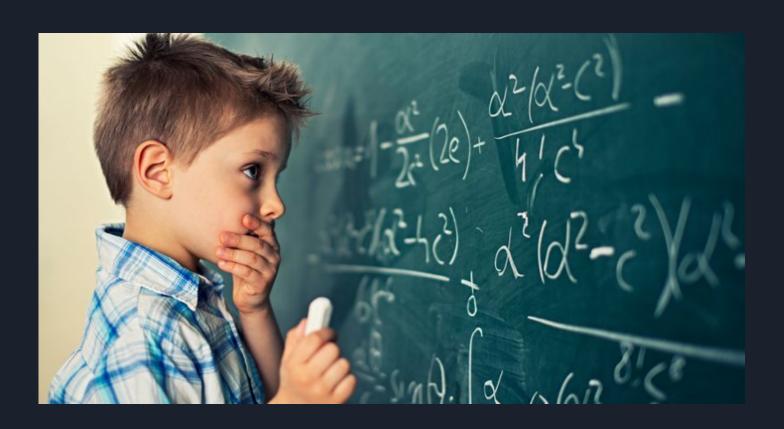
Permit Easy Reversal

Prevent errors

Keep Users in Control

Reduce Short-Term Memory Load

Kiviat Diagram

Golden Rules	Score Page A	Score Page B
1. Strive for Consistency	6	5
2. Seek Universal Usability	3	2
3. Offer Informative Fedback	5	8
4. Design Dialogues to Yield Closure	7	7
5. Prevent Errors	6	8
6. Permit Easy Reversal	7	6
7. Keep Users in Control	10	7
8. Reduce Short-Term Memory Load	0	0

Golden Rules Comparative

System Usability Scale Test

The System Usability Scale Test				
Strongly disagree				**Strongly agree**
1	**2**	**3**	**4**	**5**

		Participant 1	Participant 2
1	I think that I would like to use this system frequently.	2	3
2	I found the system unnecessarily complex.	2	2
3	I thought the system was easy to use.	3	4
4	I think that I would need the support of a technical person to be able to use this system.	2	2
5	I found the various functions in this system were well integrated.	3	3
6	I thought there was too much inconsistency in this system.	2	2
7	I would imagine that most people would learn to use this system very quickly.	3	3
8	I found the system very cumbersome to use.	3	3
9	I felt very confident using the system.	2	3
10	I needed to learn a lot of things before I could get going with this system	3	2

	Participant 1	Participant 2	Total Score
SUS Scores	52,5	62,5	57,5