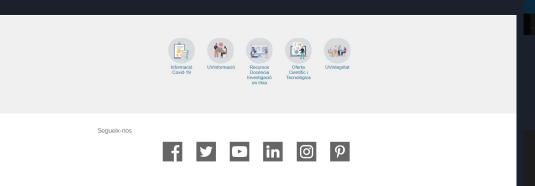
Study on accessibility and usability

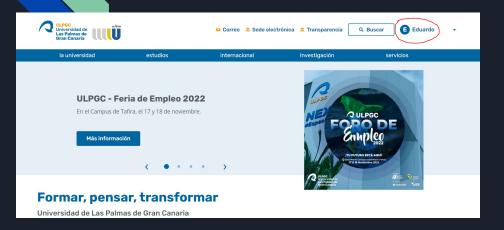
Eduardo López Fortes Alejandro Jesús González Santana

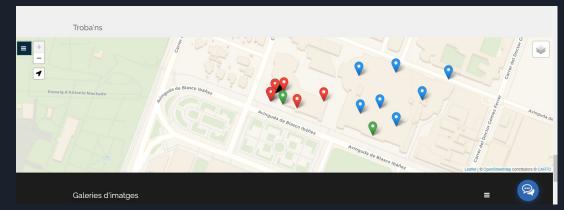
Strive for Consistency





Seek Universal Usability





Offer Informative Feedback





Design Dialogues to Yield Closure





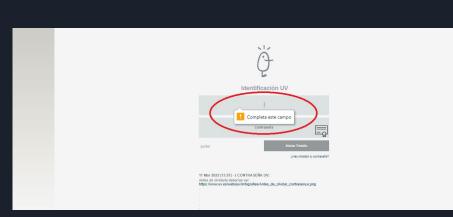
Permit Easy Reveal





Prevent errors





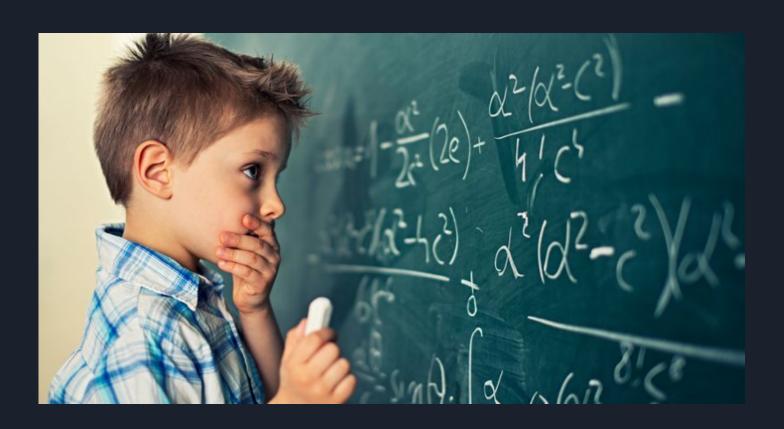
Keep Users in Control



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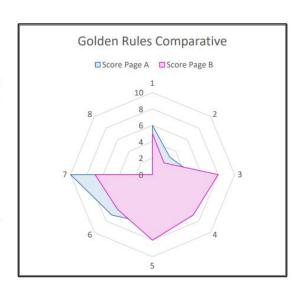


Reduce Short-Term Memory Load



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	



System Usability Scale Test

The System Usability Scale Test					
Strongly disagree	101			Strongly agree	
1	2	3	4	5	

	Participant 1	Participant 2	
I think that I would like to use this system frequently.		3	
2 I found the system unnecessarily complex.		2	
3 I thought the system was easy to use.		4	
4 I think that I would need the support of a technical person to be able to use this system.		2	
I found the various functions in this system were well integrated.		3	
6 I thought there was too much inconsistency in this system.		2	
7 I would imagine that most people would learn to use this system very quickly. 8 I found the system very cumbersome to use.		3 3	
9 I felt very confident using the system.		3	
0 I needed to learn a lot of things before I could get going with this system	3	2	
SUS Scores	52,5	62,5	57,5