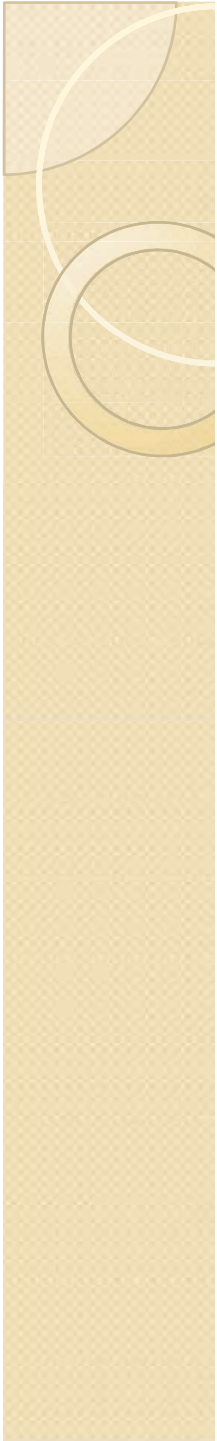


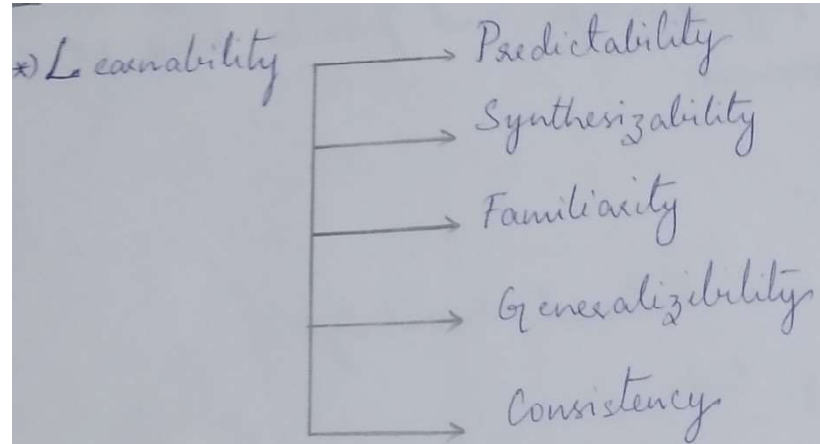
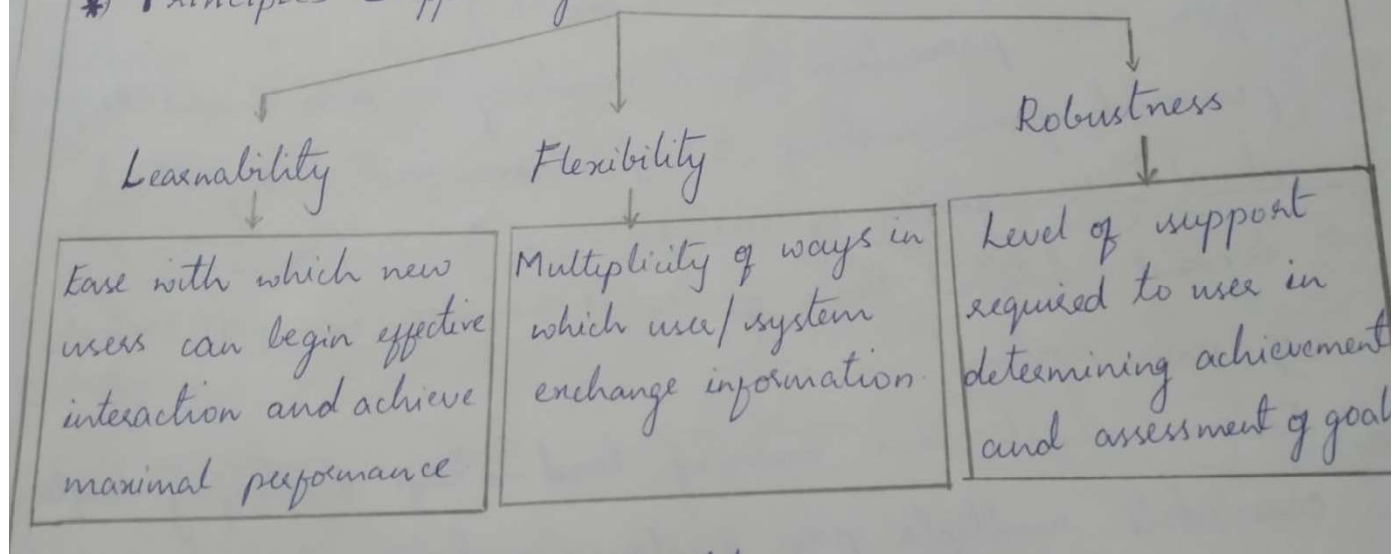
PRINCIPLES SUPPORTING USABILITY

- Usability is a **quality attribute** that assesses how easy user interfaces are to use
- **Learnability**: How easy is it for users to accomplish basic tasks the first time they encounter the design?
- **Efficiency**: Once users have learned the design, how quickly can they perform tasks?
- **Memorability**: When users return to the design after a period of not using it, how easily can they reestablish proficiency?
- **Errors**: How many errors do users make, how severe are these errors, and how easily can they recover from the errors?
- **Satisfaction**: How pleasant is it to use the design?

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- **Utility** = whether it provides the **features you need**.
 - **Usability** = how **easy & pleasant** these features are to use.
 - **Useful = usability + utility.**
 - 3 contexts of the concept of **use ; useful, usable and used**
 - **useful is** one that allows a user to accomplish a task or objective.
 - **Usability is about human behavior**
 - that are easy to do vs. those that are hard to do."
 - **Usable is more than "useful"** – **ways product will be used ;**
whether it enables the user to do so in a pleasurable,
simple (**ASAP**) and effective manner.

- 
- Many “useful” products fail to be “usable”
 - Door with a handle and push/pull instruction – **useful but a failure on usability front!**
 - **USED** - users to use that design or acceptance of product!
 - A product may be both useful and usable and still fail to be used
 - **Sir Clive** - one-person battery powered and environmentally friendly car – **failure (climate change issue crux)**
 - **Segway**, a personal vehicle which allows users to go anywhere on two wheels – **legal issue not bothered at all!**

* Principles Supporting USABILITY :-



→ **Predictability** :- User's knowledge of interaction history should be sufficient to determine the result of future interactions.

