Lecture 5 Human Performance Modeling - 4

Xiaojun Bi
Stony Brook University
{xiaojun}@cs.stonybrook.edu

GOMS

Question?

• How much time will it take to replace all instances of a 4-letter word in MS Word?

What is GOMS?

- A family of user interface modeling techniques
- Goals, Operators, Methods, and Selection rules
 - Input: detailed description of UI and task(s)
 - Output: various qualitative and quantitative measures

What can GOMS model?

- Task must be goal-directed
 - Not problem solving or creative tasks (e.g. design)

Can include serial and parallel tasks

How to Do GOMS Analysis

- Generate task description
 - Pick high-level user Goal
 - Write Method for accomplishing Goal may invoke subgoals
 - Write Methods for subgoals
 - This is recursive
 - Stops when Operators are reached
- Evaluate description of task
- Apply results to UI

Operators vs. Methods

• Operator: the most primitive action

 Method: requires several Operators or subgoal invocations to accomplish

GOMS Output

Execution Time

- Functionality coverage and consistency
 - Does UI contain needed functions?
- Operator sequence
 - In what order are individual operations done?
 - Abstraction of operations may vary among models

An Example: Keystroke-Level Model

- How to make a KLM
 - List specific actions user does to perform task
 - Keystrokes and button presses
 - Mouse movements
 - Hand movements between keyboard & mouse
 - System response time (if it makes user wait)
 - Add Mental operators
 - Assign execution times to steps
 - Add up execution times
- Only provides execution time and operator sequence

KLM Example

Replace all instances of a 4-letter word.

(example from Hochstein)

Description	Operation	Time (sec)
Reach for mouse	H[mouse]	0.40
Move pointer to "Replace" butto	n P[menu item]	1.10
Click on "Replace" command	K[mouse]	0.20
Home on keyboard	H[keyboard]	0.40
Specify word to be replaced	M4K[word]	2.15
Reach for mouse	H[mouse]	0.40
Point to correct field	P[field]	1.10
Click on field	K[mouse]	0.20
Home on keyboard	H[keyboard]	0.40
Type new word	M4K[word]	2.15
Reach for mouse	H[mouse]	0.40
Move pointer on Replace-all	P[replace-all]	1.10
Click on field	K[mouse]	0.20
Total		10.2

Advantages of GOMS

- Gives several qualitative and quantitative measures
- Model explains why the results are what they are
- Less work than usability study
- Easy to modify when interface is revised
- Research ongoing for tools to aid modeling process

Disadvantages of GOMS

- Only works for goal-directed tasks
- Assumes tasks are performed by expert users
- Evaluator must pick users' tasks/goals
- Does not address several important UI issues, such as
 - readability of text
 - memorability of icons, commands