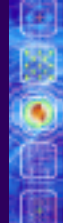
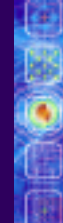




HUMAN-COMPUTER INTERACTION

THIRD
EDITION

DIX
FINLAY
ABOWD
BEALE



chapter 9

evaluation techniques

Evaluation Techniques

- Evaluation
 - tests usability and functionality of system
 - occurs in laboratory, field and/or in collaboration with users
 - evaluates both design and implementation
 - should be considered at all stages in the design life cycle

Goals of Evaluation

- assess extent of system functionality
- assess effect of interface on user
- identify specific problems

Evaluating Designs

Cognitive Walkthrough

Heuristic Evaluation

Review-based evaluation

Cognitive Walkthrough

Proposed by Polson *et al.*

- evaluates design on how well it supports user in learning task
- usually performed by expert in cognitive psychology
- expert 'walks through' design to identify potential problems using psychological principles
- forms used to guide analysis

Cognitive Walkthrough (ctd)

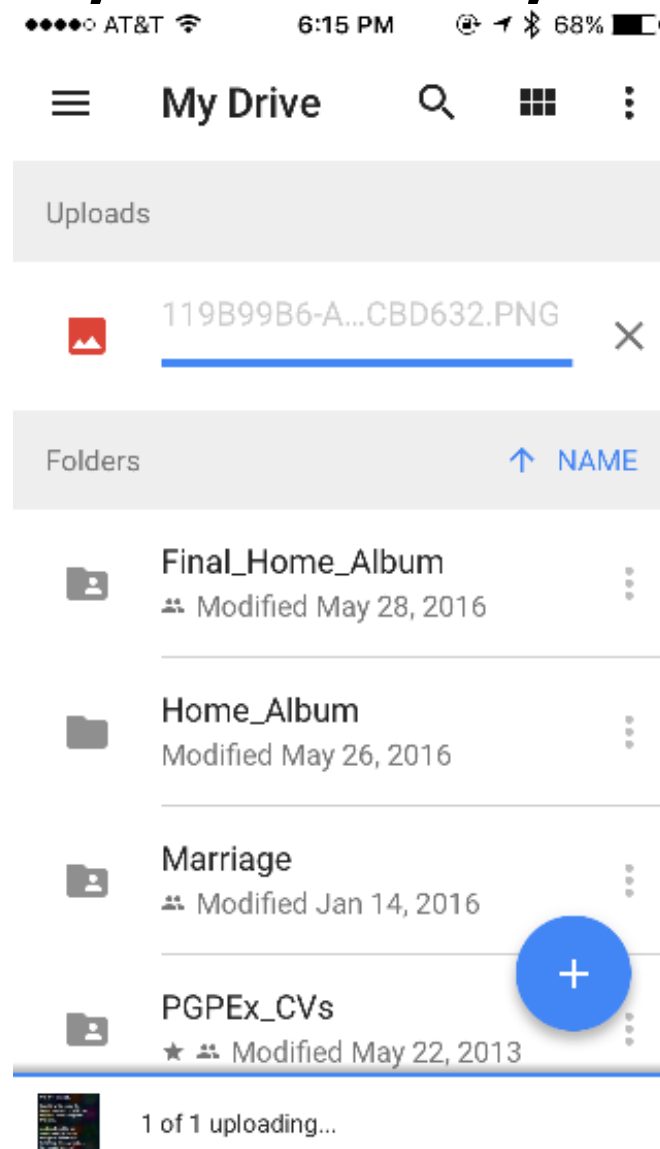
- For each task walkthrough considers
 - what impact will interaction have on user?
 - what cognitive processes are required?
 - what learning problems may occur?
- Analysis focuses on goals and knowledge: does the design lead the user to generate the correct goals?

Heuristic Evaluation

- Proposed by Nielsen and Molich.
- usability criteria (heuristics) are identified
- design examined by experts to see if these are violated
- Example heuristics
 - system behaviour is predictable
 - system behaviour is consistent
 - feedback is provided
- Heuristic evaluation 'debugs' design.

- 0 = I don't agree that this is a usability problem at all
- 1 = Cosmetic problem only: need not be fixed unless extra time is available on project
- 2 = Minor usability problem: fixing this should be given low priority
- 3 = Major usability problem: important to fix, so should be given high priority
- 4 = Usability catastrophe: imperative to fix this before product can be released (Nielsen)


1. Visibility of the system status




2. Match between system and the real world

B. PRINCIPLES


2 MATCH BETWEEN SYSTEM AND REAL WORLD




- Icons, folder, tabs, radio, mail badge/ notification, pagination, save icon, gauge meter, switch toggle
- Cropping tool behaviour, trash
- Text > human language
- Categories naming
- WYSIWYG



Tab behavior

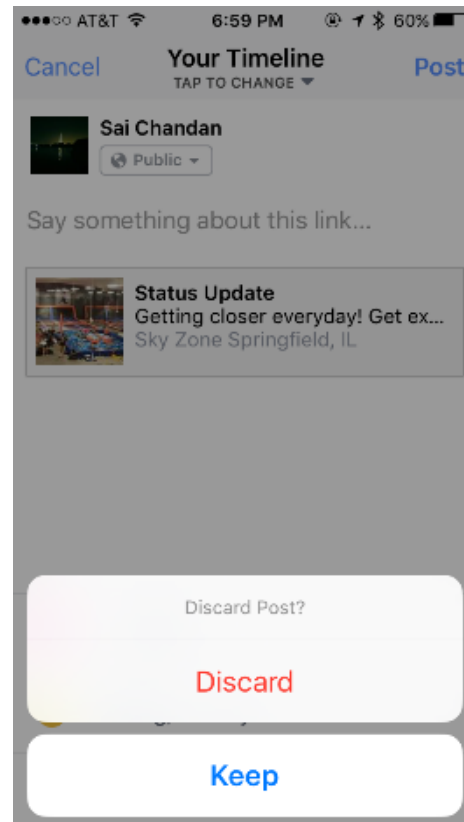
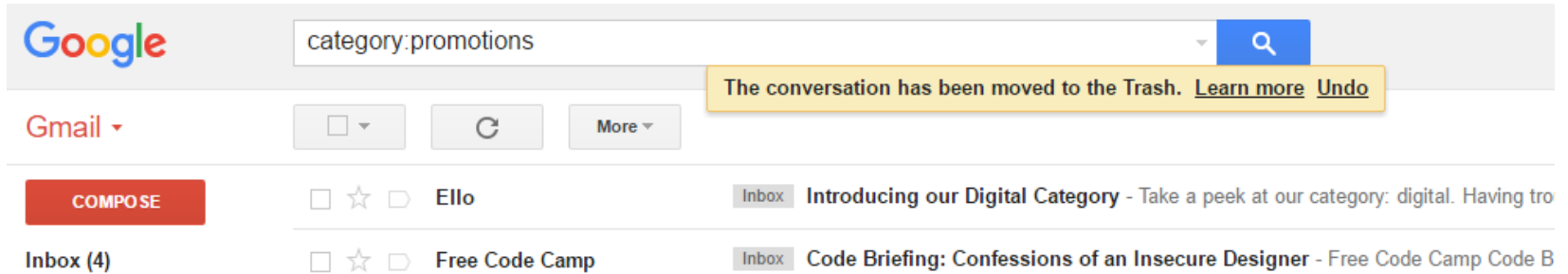


Save icon



Icons in general

3. User Control and Freedom:



4. Consistency and standards

The image displays two screenshots of a medical report interface, illustrating consistency in design and layout. Both screenshots are for a patient named Marva Jones (4) with DOB: 1967-01-23 and Age: 46. The top screenshot is titled "Report - Standard Measures" and the bottom screenshot is titled "Report - Automated Measure Calculations (AMC)". Both forms have a header bar with the patient information and an "Encounter History" dropdown. The forms contain several input fields and dropdown menus, with a "Submit" button highlighted by a red box in each. The layout and labeling are consistent between the two reports, demonstrating standards in human-computer interaction.

Patient: Marva Jones (4)
DOB: 1967-01-23 Age: 46

Encounter History ▼

Report - Standard Measures

Target Date: 2013-05-10 07:23:56

Rule Set: Passive Alert Rules

Plan Set: -- Ignore --

Provider: -- All (Cumulative) --

Provider Relationship: Primary

Submit

Please input search criteria above, and click Submit to view results.

Patient: Marva Jones (4)
DOB: 1967-01-23 Age: 46

Encounter History ▼

Report - Automated Measure Calculations (AMC)

Begin Date:

End Date: 2013-05-10 07:27:07

Provider: -- All (Cumulative) --

Provider Relationship: Primary

Submit

Please input search criteria above, and click Submit to view results.

standards

A screenshot of the Microsoft website homepage. At the top, the Microsoft logo is on the left, and navigation links for 'Store', 'Products', and 'Support' are in the center. On the right, there is a search bar with the text 'Search Microsoft.com', a shopping cart icon with '0' items, and a 'Sign in' link. The main visual is a large image of a silver Surface Book laptop with its screen tilted back, displaying a vibrant peacock feather pattern. A white Surface Pen lies horizontally in front of the laptop. Below this image, the text 'Introducing Surface Book & Surface Pro 4' is centered in a large, dark font. Underneath that, the links 'Learn more >' and 'Buy now >' are displayed. At the bottom of the page, there is a horizontal row of four smaller images: the first shows two Surface devices; the second shows a person in a green shirt riding a bicycle; the third shows a Surface tablet on a blue background; and the fourth shows several Xbox One game boxes.

Design for user expectations

The screenshot shows the YouTube interface for a video titled "Passenger - Hearts on Fire w/ Ed Sheeran". The video player shows a couple walking away from the camera in a park-like setting with large buildings in the background. The video has 12,702,765 views and was published on Feb 24, 2013. The description mentions it was filmed at the O2 Arena, Dublin, and that the single "Heart's On Fire" is out now. To the right of the video player is a "Up next" section with several recommended videos, including "Ed Sheeran - Give Me Love [Official Video]", "Mix - Passenger - Hearts on Fire w/ Ed Sheeran", "PASSENGER - 'And I Love Her'", "Passenger ft Ed Sheeran - 'Snowflakes'", "Passenger - Let Her Go [Official Video]", "Passenger - Whispers (Official Full Album Stream)", and "Ed Sheeran - I See Fire (Music Video)".

YouTube CA

Search

Upload

Autoplay

Up next

Ed Sheeran - Give Me Love [Official Video]
Ed Sheeran
345,450,460 views
4:23

50+ VIDEOS
Mix - Passenger - Hearts on Fire w/ Ed Sheeran
YouTube

PASSENGER - 'And I Love Her'
Passenger
7,139,141 views
2:45

Passenger ft Ed Sheeran - "Snowflakes"
Passenger
830,210 views
3:37

Passenger - Let Her Go [Official Video]
Passenger
912,043,208 views
4:15

Passenger - Whispers (Official Full Album Stream)
Passenger
2,434,644 views
41:34

Ed Sheeran - I See Fire (Music Video)
CLS Videos
161,784,928 views
4:55

Passenger - Hearts on Fire w/ Ed Sheeran

Passenger

Subscribe 2,162,274

12,702,765

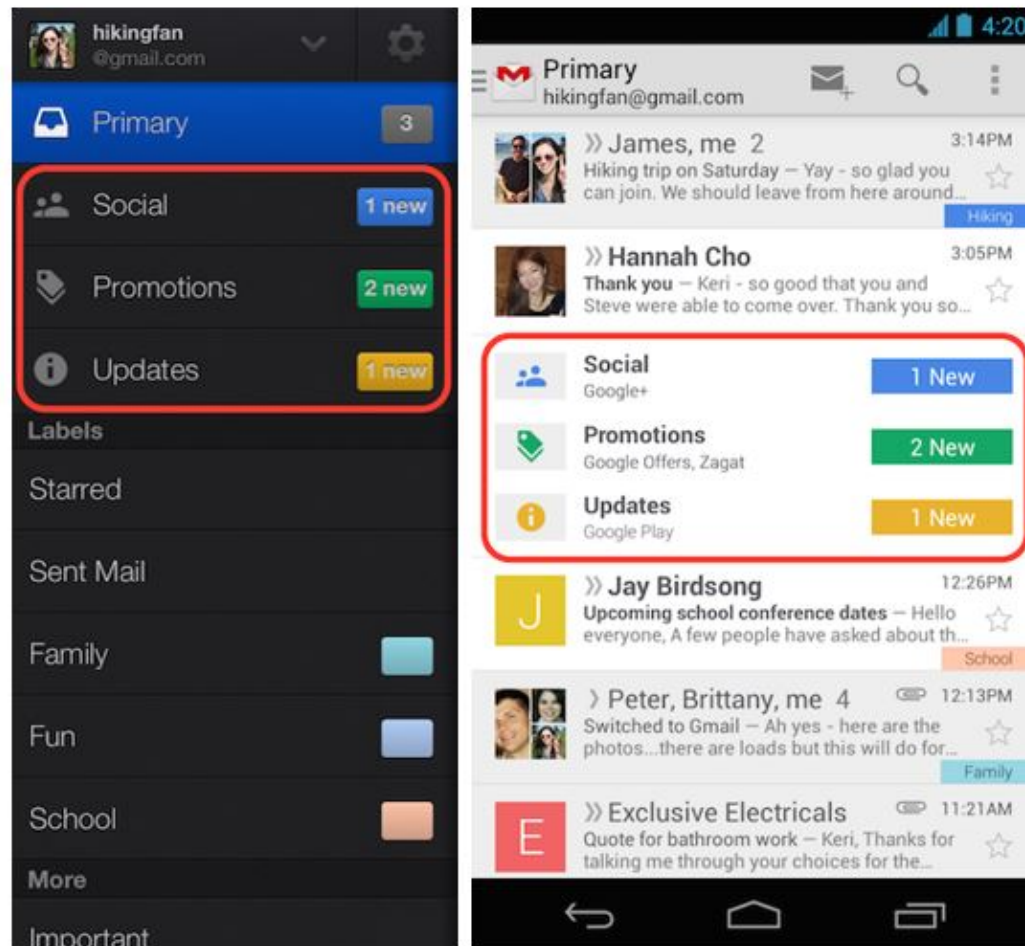
+ Add to Share ... More

97,023 1,090

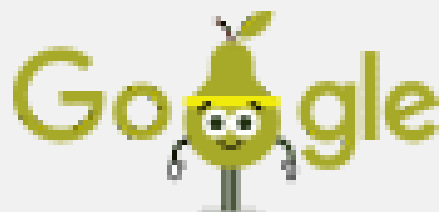
Published on Feb 24, 2013
'Hearts on Fire' filmed at the O2 Arena, Dublin.

Heart's On Fire - OUT NOW

Bad example of consistency



5. Error Prevention:



olympic|
~~~~~

olympics

olympics 2016

olympic trials

olympics schedule

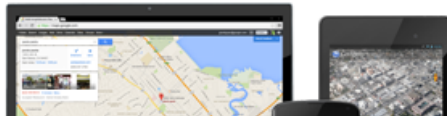
Press Enter to search.



# Continued...



Take it all with  
Switch between devices, and pick up



**Password strength:** Too short  
Use at least 8 characters. Don't use a password from another site, or something too obvious like your pet's name. [Why?](#)

Choose your username

@gmail.com

[I prefer to use my current email address](#)

Create a password

....|

Confirm your password

Birthday

Month  Day  Year

# 6. Recognition rather than recall:

The screenshot shows the Quora website interface. The browser's address bar displays <https://www.quora.com>. The Quora logo is on the left, and a search bar contains the text "good books on". To the right of the search bar is a blue "Submit Question" button and a checkbox for "Anonymously".

A dropdown menu is visible below the search bar, titled "Check out these similar questions. Don't see yours? Ask a new one!". It lists several questions related to "good books":

- What are some **good books** on marketing?
- What are **good**, accessible **books** on American history?
- I need to get a **good** grasp on SQL, JavaScript, and HTML5 in 3 months. I'm ready to study 8 hours per day. I know basics. I need some **good books** or courses. What are some suggestions?
- What are some **good books** on user interface design?
- What are some **good books** that every entrepreneur should read to better understand and get the know how on the business stuff of startups?

At the bottom of the dropdown is a search bar with a magnifying glass icon and the text "Search: good books on".


On the left side of the page, under the "Feeds" section, there are links to "Top Stories", "Bookmarked Answers", and a list of topics including "University of Delhi", "The Internet", "TED", "Startup Founders & Entrepreneurs", and "Music".

On the right side, there is a section titled "Update Your Profile" with a "Next" button. Below this, it asks "What topics do you know about?" and shows a list of topics with checkboxes: "Product Management", "Usability Testing", "Data Visualization", and "Scrum (product)".

# 7. Flexibility and Efficiency of use:

Account Setup  
Enter Your Credentials

Exchange



Your Email Address

Password

Description

Sign in

Advanced Settings...

# 8. Aesthetic and minimalist design:

ALAN DIK, JANET FINLAY,  
GREGORY D. ABOWD, RUSSELL SEALE  
**HUMAN-COMPUTER  
INTERACTION**  
THIRD EDITION

[Gmail](#) [Images](#)  

Google

Google Search

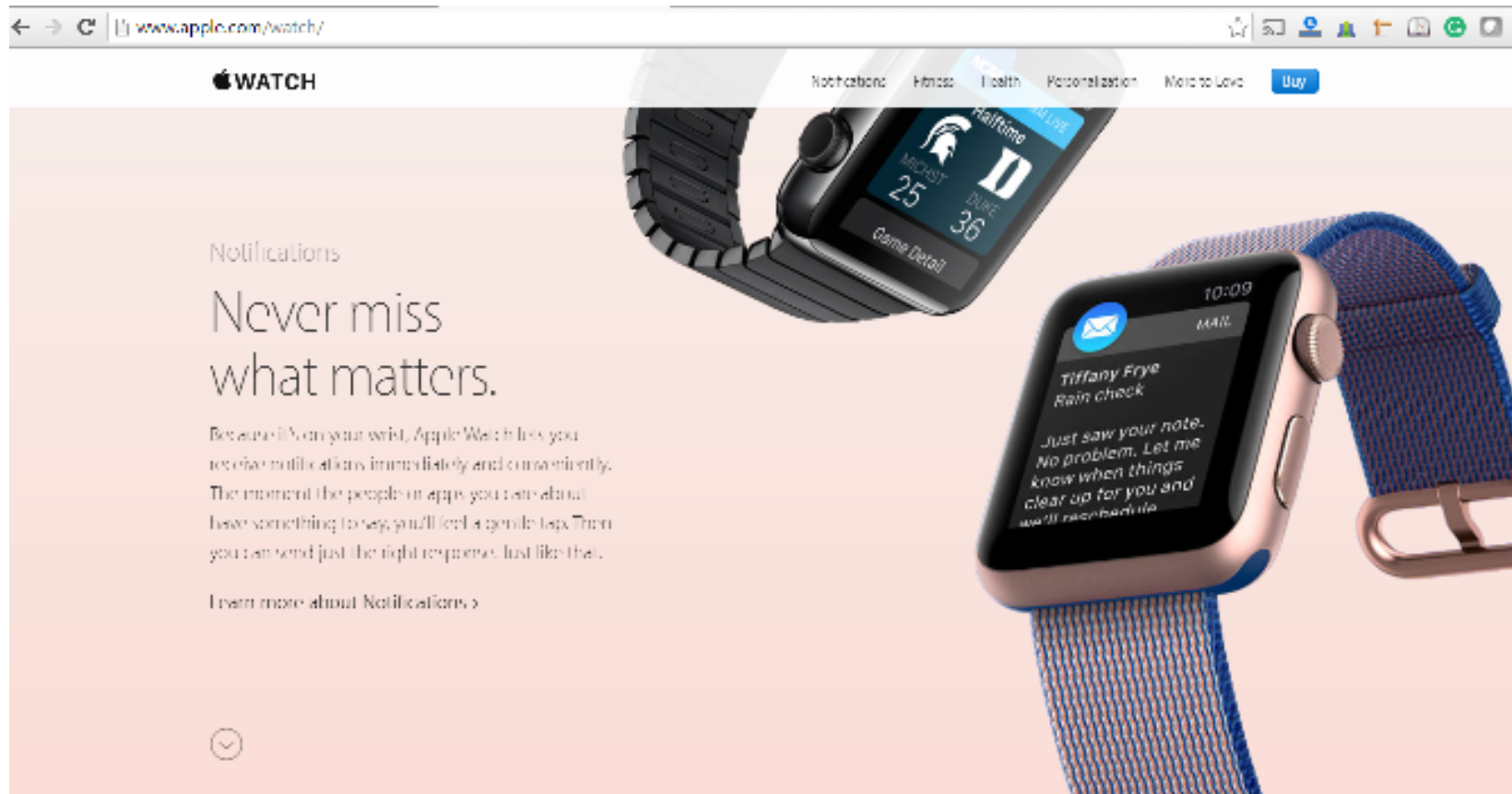
I'm Feeling Lucky

Google.ca offered in: [Français](#)

[Advertising](#) [Business](#) [About](#)

[Privacy](#) [Terms](#) [Settings](#)

# Continued...



The screenshot shows the Apple Watch product page on a web browser. The browser's address bar displays 'www.apple.com/watch/'. The page features a navigation bar with links for 'Notifications', 'Fitness', 'Health', 'Personalization', 'More to Love', and a blue 'Buy' button. The main content area is titled 'Notifications' and includes the headline 'Never miss what matters.' Below this, a paragraph describes how Apple Watch allows users to receive notifications immediately and conveniently, even when they are not looking at their phone. It mentions that users will feel a gentle tap when someone or an app has something to say, and that they can respond directly from their wrist. A link 'Learn more about Notifications >' is provided. The visual part of the page shows two Apple Watches: one with a black band displaying a basketball game score (Halftime, MICHIGAN 25, DUKE 36) and another with a blue band displaying an email notification from Tiffany Frye about a rain check.

Apple WATCH

Notifications Fitness Health Personalization More to Love Buy

Notifications

## Never miss what matters.

Be where life is on your wrist. Apple Watch lets you receive notifications immediately and conveniently. The moment the people or apps you care about have something to say, you'll feel a gentle tap. Then you can send just the right response, just like that.

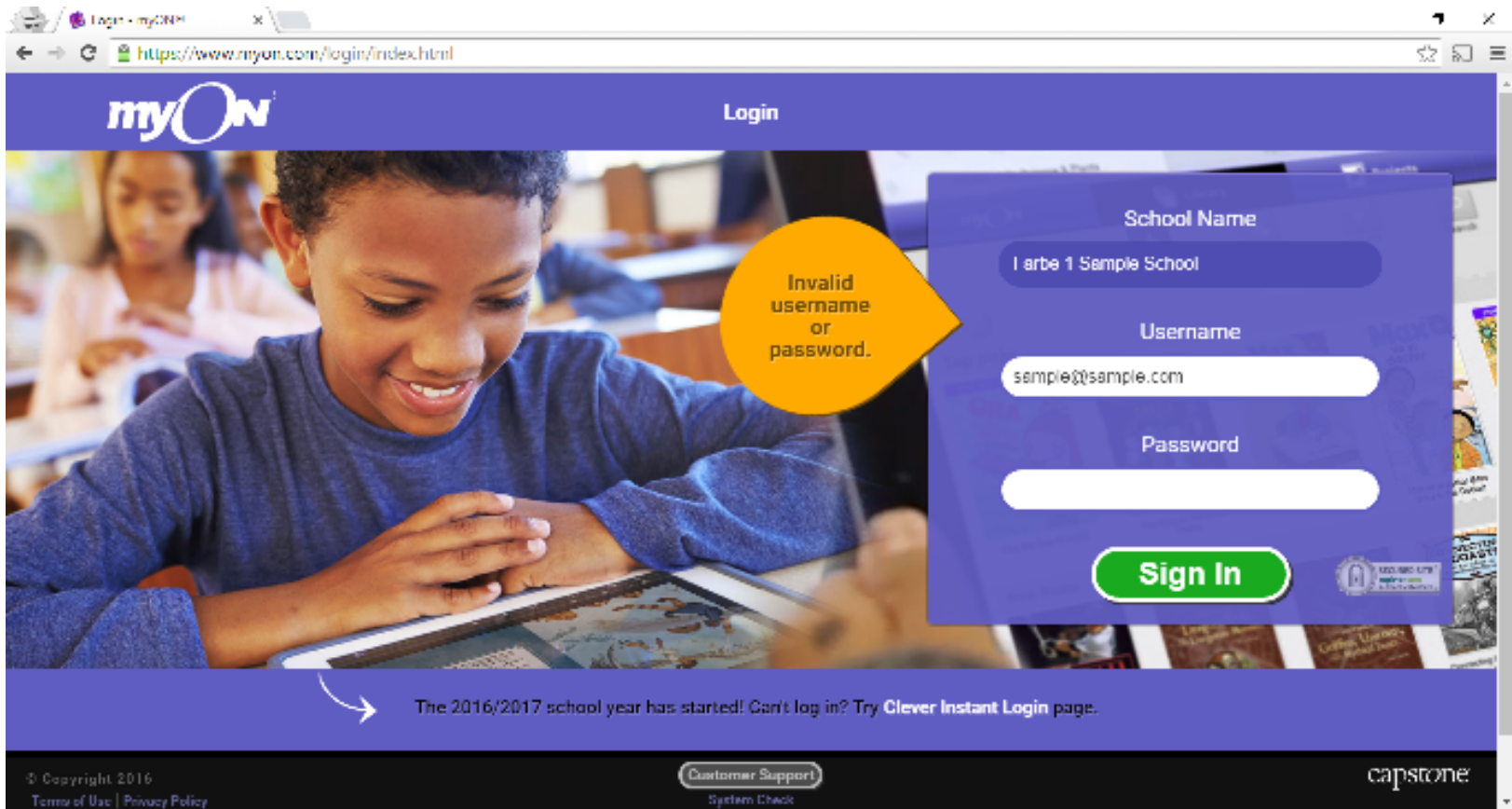
[Learn more about Notifications >](#)

10:09 MAIL

Tiffany Frye  
Rain check

Just saw your note. No problem. Let me know when things clear up for you and we'll reschedule.

# 9. Help users recognize, diagnose, and recover from errors:





Sorry, that password isn't right. We can help you recover your password.

I forgot

Username

I forgot

I forgot

☐ Show

Password

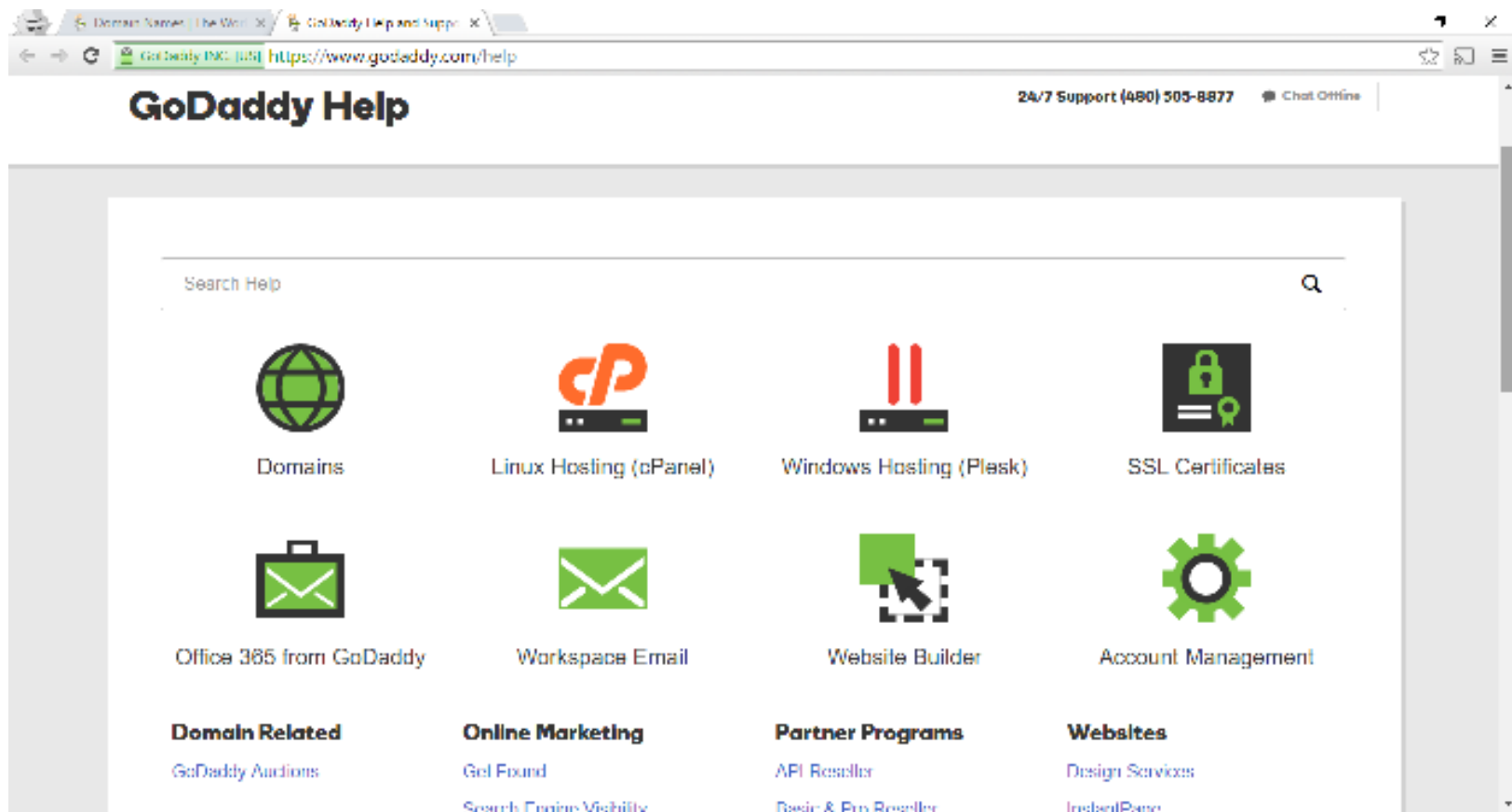
I forgot

☐ Stay logged in☐ Stay logged in

[Create an account](#) · [Trouble logging in?](#)



# 10. Help and documentation





# Review-based evaluation

- Results from the literature used to support or refute parts of design.
- Care needed to ensure results are transferable to new design.
- Model-based evaluation
- Cognitive models used to filter design options  
e.g. GOMS prediction of user performance.
- Design rationale can also provide useful evaluation information

# Evaluating through user Participation

# Laboratory studies

- Advantages:
  - specialist equipment available
  - uninterrupted environment
- Disadvantages:
  - lack of context
  - difficult to observe several users cooperating
- Appropriate
  - if system location is dangerous or impractical for constrained single user systems to allow controlled manipulation of use

# Field Studies

- Advantages:
  - natural environment
  - context retained (though observation may alter it)
  - longitudinal studies possible
- Disadvantages:
  - distractions
  - noise
- Appropriate
  - where context is crucial for longitudinal studies

Requires an artefact:  
simulation, prototype,  
full implementation

# Experimental evaluation

- controlled evaluation of specific aspects of interactive behaviour
- evaluator chooses hypothesis to be tested
- a number of experimental conditions are considered which differ only in the value of some controlled variable.
- changes in behavioural measure are attributed to different conditions

Campus

Semester

Offered Courses

Section

Karachi ▾

Fall 2018 ▾

CS422 - Human Computer Interaction ▾

A ▾

Teacher Name: Behraj khan

October ▾

Add New +

Save ✎

**Note:** You can use Up (↑) and Down (↓) Arrow Keys for navigation, Right (→) and Left (←) Arrow Keys to change Attendance. ✕

| Lect#:   |        |          |                |      |
|----------|--------|----------|----------------|------|
| Lect.Dt: |        |          |                |      |
| S.       | Reg.Dt | RollNo   | Name           | Dur: |
| 1        | 27-AUG | 14K-2053 | Muhammad Noor  |      |
| 2        | 13-AUG | 14K-2275 | Abrar Ahmed    |      |
| 3        | 13-AUG | 15K-2116 | Yousuf Tanvir  |      |
| 4        | 13-AUG | 15K-2132 | Muhammad Umer  |      |
| 5        | 13-AUG | 15K-2134 | Danish Mahmood |      |
| 6        | 13-AUG | 15K-2146 | Moiz Arif      |      |

# Experimental factors

- Subjects
  - who – representative, sufficient sample
- Variables
  - things to modify and measure
- Hypothesis
  - what you'd like to show
- Experimental design
  - how you are going to do it



# Variables

- independent variable (IV)
  - characteristic changed to produce different conditions
  - e.g. interface style, number of menu items
- dependent variable (DV)
  - characteristics measured in the experiment
  - e.g. time taken, number of errors.

# Hypothesis

- prediction of outcome
  - framed in terms of IV and DV

e.g. “error rate will increase as font size decreases”

- null hypothesis:
  - states no difference between conditions
  - aim is to disprove this

e.g. null hyp. = “no change with font size”

# Experimental design

- within groups design
  - each subject performs experiment under each condition.
  - transfer of learning possible
  - less costly and less likely to suffer from user variation.
- between groups design
  - each subject performs under only one condition
  - no transfer of learning
  - more users required
  - variation can bias results.

# Analysis of data

- Before you start to do any statistics:
  - look at data
  - save original data
- Choice of statistical technique depends on
  - type of data
  - information required
- Type of data
  - discrete - finite number of values
  - continuous - any value

# Analysis - types of test

- parametric
  - assume normal distribution
  - robust
  - powerful
- non-parametric
  - do not assume normal distribution
  - less powerful
  - more reliable
- contingency table
  - classify data by discrete attributes
  - count number of data items in each group

# Analysis of data (cont.)

- What information is required?
  - is there a difference?
  - how big is the difference?
  - how accurate is the estimate?
- Parametric and non-parametric tests mainly address first of these

# Experimental studies on groups

More difficult than single-user experiments

Problems with:

- subject groups
- choice of task
- data gathering
- analysis

# Subject groups

larger number of subjects  
⇒ more expensive

longer time to `settle down'  
... even more variation!

difficult to timetable

so ... often only three or four groups



# The task

must encourage cooperation

perhaps involve multiple channels

options:

- creative task e.g. *'write a short report on ...'*
- decision games e.g. desert survival task
- control task e.g. ARKola bottling plant

# Data gathering

several video cameras  
+ direct logging of application

problems:

- synchronisation
- sheer volume!

one solution:

- record from each perspective

# Analysis

N.B. vast variation between groups

solutions:

- within groups experiments
- micro-analysis (e.g., gaps in speech)
- anecdotal and qualitative analysis

look at interactions between group and media

controlled experiments may 'waste' resources!

# Field studies

Experiments dominated by group formation

Field studies more realistic:

*distributed cognition*  $\Rightarrow$  work studied in context

real action is *situated action*

physical and social environment both crucial

Contrast:

psychology – controlled experiment

sociology and anthropology – open study and rich data

Think Aloud

Cooperative evaluation

Protocol analysis

Automated analysis

Post-task walkthroughs

# Think Aloud

- user observed performing task
- user asked to describe what he is doing and why, what he thinks is happening etc.
- Advantages
  - simplicity - requires little expertise
  - can provide useful insight
  - can show how system is actually use
- Disadvantages
  - subjective
  - selective
  - act of describing may alter task performance

# Cooperative evaluation

- variation on think aloud
- user collaborates in evaluation
- both user and evaluator can ask each other questions throughout
- Additional advantages
  - less constrained and easier to use
  - user is encouraged to criticize system
  - clarification possible

# Protocol analysis

- paper and pencil – cheap, limited to writing speed
- audio – good for think aloud, difficult to match with other protocols
- video – accurate and realistic, needs special equipment, obtrusive
- computer logging – automatic and unobtrusive, large amounts of data difficult to analyze
- user notebooks – coarse and subjective, useful insights, good for longitudinal studies
- Mixed use in practice.
- audio/video transcription difficult and requires skill.
- Some automatic support tools available



# automated analysis - EVA

- Workplace project
- Post task walkthrough
  - user reacts on action after the event
  - used to fill in intention
- Advantages
  - analyst has time to focus on relevant incidents
  - avoid excessive interruption of task
- Disadvantages
  - lack of freshness
  - may be post-hoc interpretation of events

# post-task walkthroughs

- transcript played back to participant for comment
  - immediately → fresh in mind
  - delayed → evaluator has time to identify questions
- useful to identify reasons for actions and alternatives considered
- necessary in cases where think aloud is not possible

# Query Techniques

Interviews  
Questionnaires

# Interviews

- analyst questions user on one-to-one basis usually based on prepared questions
- informal, subjective and relatively cheap
- Advantages
  - can be varied to suit context
  - issues can be explored more fully
  - can elicit user views and identify unanticipated problems
- Disadvantages
  - very subjective
  - time consuming

# Questionnaires

- Set of fixed questions given to users
- Advantages
  - quick and reaches large user group
  - can be analyzed more rigorously
- Disadvantages
  - less flexible
  - less probing

# Questionnaires (ctd)

- Need careful design
  - what information is required?
  - how are answers to be analyzed?
- Styles of question
  - general
  - open-ended
  - scalar
  - multi-choice
  - ranked

# Physiological methods

# Eye tracking

# Physiological measurement

# eye tracking

- head or desk mounted equipment tracks the position of the eye
- eye movement reflects the amount of cognitive processing a display requires
- measurements include
  - fixations: eye maintains stable position. Number and duration indicate level of difficulty with display
  - saccades: rapid eye movement from one point of interest to another
  - scan paths: moving straight to a target with a short fixation at the target is optimal



# physiological measurements

- emotional response linked to physical changes
- these may help determine a user's reaction to an interface
- measurements include:
  - heart activity, including blood pressure, volume and pulse.
  - activity of sweat glands: Galvanic Skin Response (GSR)
  - electrical activity in muscle: electromyogram (EMG)
  - electrical activity in brain: electroencephalogram (EEG)
- some difficulty in interpreting these physiological responses - more research needed

# Choosing an Evaluation Method

when in process: design vs. implementation

style of evaluation: laboratory vs. field

how objective: subjective vs. objective

type of measures: qualitative vs. quantitative

level of information: high level vs. low level

level of interference: obtrusive vs. unobtrusive

resources available: time, subjects,  
equipment, expertise