# Usability

Third Lecture 1/28/2016



#### What is usability?

- What does it mean to you?
  - Easy to use
  - Satisfies requirements and features
  - Guides the user
  - Where you cah use it?
  - Versatile



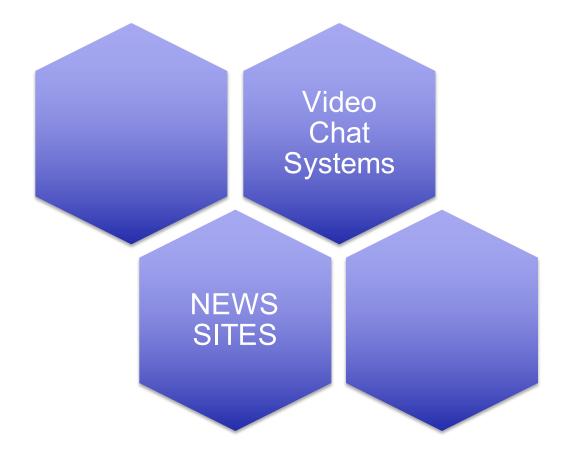




Web.archive.org Feb/1999



#### What do these examples tell us?



# What is important in usability?

## According to usio.com

- User satisfaction: how is the user satisfied with the design?
- Efficiency: how long does it take for a user to perform tasks in the interface once they are familiar with its design?
- Memorability: how easy is for the user to remember the basics of the interface design after not using it for some time?
- Learnability: how easy can users do their first simple tasks when they first encounter the interface?
- Number of errors: how many errors do users make, how serious are the errors and how easy it is to recover from these errors?

#### Example

- http://www.goinvo.com/products/hgraph/
- http://www.r2d3.us/
- https://www.pinterest.com/
- Flipboard

#### Lets group together and analyze

- News sites: BBC, CNN
- Video Chat: skype and Hangout
- Medical records: Open-emr.org and HI7
- Messaging: SMS and Whatsapp
- Imaging sites (search): Facebook, Google, Flickr
- Exercise
  - Is there a common framework?
  - Document 3 common use cases?
  - Any issues you perceive?

## Thank you

- All project selections MUST be sent today to me
- Osama Alshaykh
- Skype ID: osama.alshaykh
- Phone: +1-858-361-9043
- Email: osama@bu.edu
- Office: 426
- I will be in my office 4-6pm today (SMS me or email me if you want to meet)

