Week 2 (1/3)

In this post, Mike Angeles begins by stating that testing wireframes should make sense if there is less time to make wireframes compared to the total time spent on wireframes, visual design, and development. He says usability checks are the best way to find design flaws. He gives two different types of assessments: cognitive exercises and heuristic assessments to help find problems before customers use the product.

Cognitive walkthroughs are a method of using user profiles to evaluate product usability. The user needs to record in the walkthrough document the answer for each action that needs to be done to accomplish the goal. Doing so can help evaluate the initial user experience and better understand your assumptions about your users.

Heuristic evaluation is a method of judging design flaws by relying on usability heuristics ("rules of thumb") that are known to make an interface easy to use. The assessor chooses a rating for the severity of the rule violation, and he discusses the reasons behind it.

Mike Angeles believes that these usability-checking methods can pay off with a small investment in the product design process. They really help reduce the risk of usability issues and lost time. It is necessary to know and use them.

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In this article, Jakob Nielsen explains the 10 Usability Heuristics for User Interface Design in detail. Each ordinance has a detailed description of the definitions, along with explanations and some useful links. The most important thing I learned was the third rule: User control and freedom. Although I am often distressed by this situation in real life, when I go to develop some websites, I often overlook this point. There is also point 6: Recognition rather than recall, I also need to pay attention to avoid the occurrence of heavy user's memory load in future design

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Jakob Nielsen gave us a detailed account of the definition and evaluation criteria of severity ratings and what we need to pay attention to. There are three factors that cause the seriousness of usability problems: the frequency of the problem, the degree of impact of the problem, and the difficulty of solving the problem. Jakob Nielsen also suggested that factors affecting the market should be taken into account, and he also gave a specific description of each rating. The most important thing I've learned is that the evaluators need to run parts of the interface by revisiting, and three evaluators is the ideal situation.