Q: Which heuristic does this interface adhere to?

iClicker

A. Recognition Rather Than Recall

B. Flexibility and Efficiency of Use

C. Aesthetic And Minimalist Design

D. Help User with Errors

E. Help and Documentation

CPSC 100
Computational Thinking

HCI - Usability Heuristics

Instructor: Parsa Rajabi
Department of Computer Science
University of British Columbia

Agenda

- Course Admin
- Learning Goals
- Human Computer Interaction
  - Usability Heuristics Activity + Review

Course Admin

Course Admin

- **PC Quiz 8** (last PC Quiz! 🎉)
  - Due Sunday, April 6, 11:59pm
- **Project Milestone 3** *(you should be ~70% done by now!)*
  - Due Monday, April 7, 11:59pm
  - Make sure to submit your **AI Disclosure** via qualtrics form!
- **Final Exam**
  - Tuesday, April 22, 7pm; Location: SWING 121

Learning Goals

Learning Goals

After this **today's lecture**, you should be able to:

- Conduct **heuristic evaluations** of given interfaces by identifying which heuristic(s) are satisfied or violated.
- **Break down** complex interfaces into their design components to assess usability using the 10 heuristics.
- **Justify heuristic assessments** by providing evidence and logical reasoning.
- **Recommend specific design improvements** for interfaces based on heuristic violations.

Usability Heuristics

10 Usability Heuristics (Nielsen, 1993)

Visibility of System Status

1

Match Between System & Real World

2

User Control And Freedom

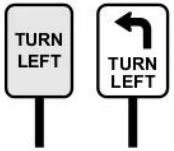
3

Consistency And Standards

4

Error Prevention

5

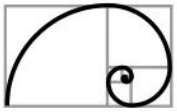


Recognition Rather Than Recall

6

Flexibility And Efficiency of Use

7



Aesthetic And Minimalistic Design

8

Help Users With Errors

9

Help And Documentation

10

Reference: Nielson Norman Group: Usability 101- 10 Usability Heuristics [Link]; (image) uxdesign.cc -[Link]

What is wrong?

Identify the usability heuristic(s) that are violated in the following interface:

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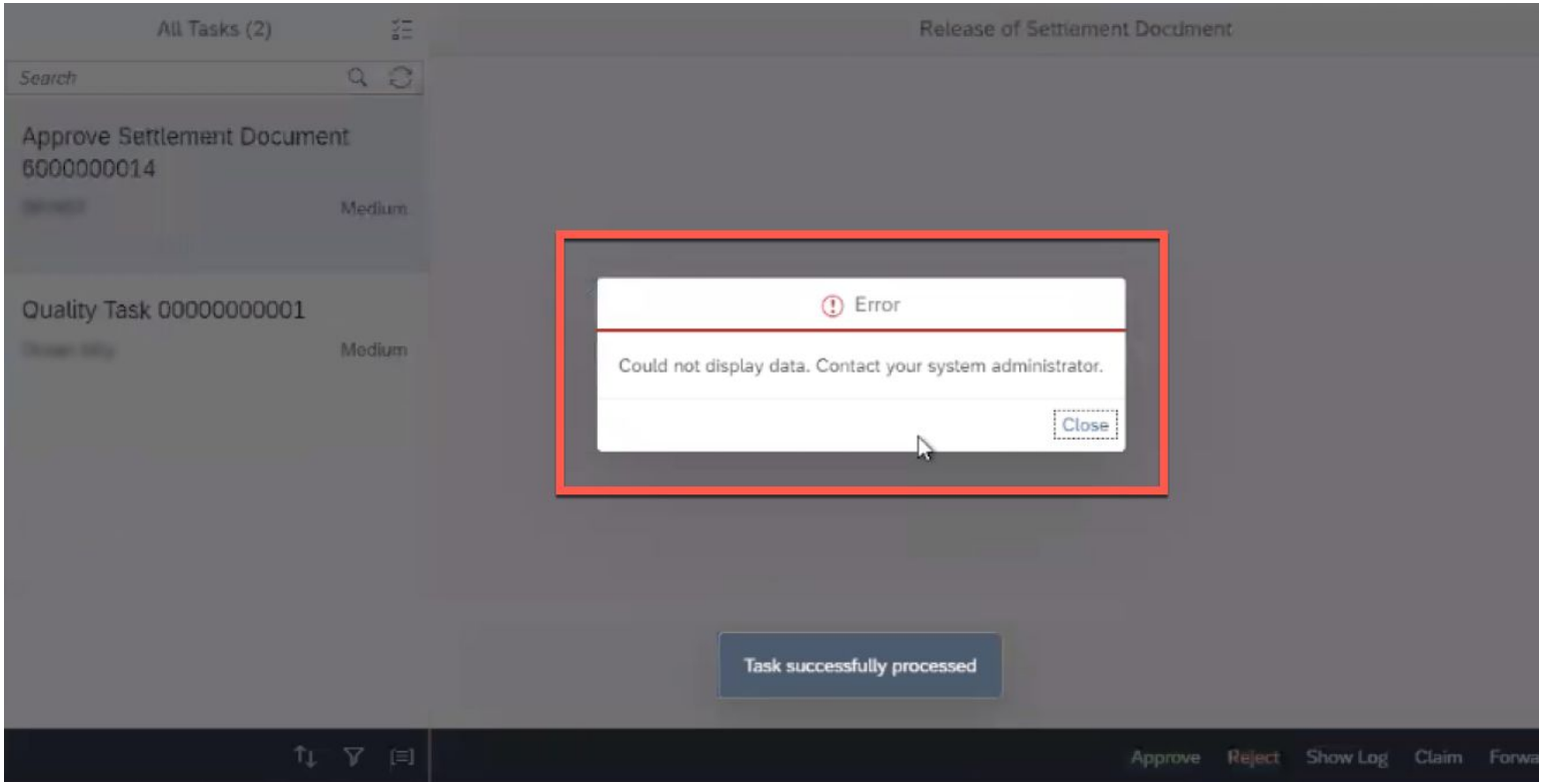

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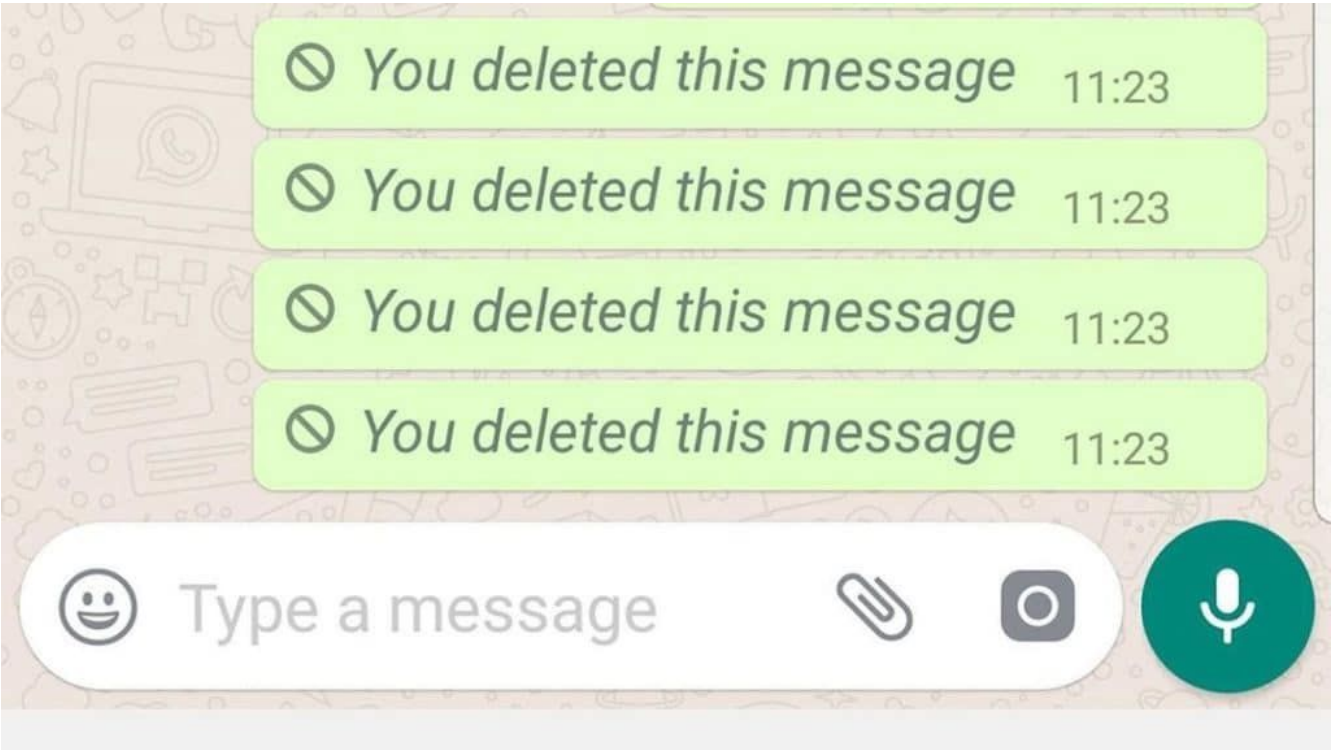

Q: Which heuristic does this interface violate?

iClicker

A. Visibility of System Status

B. Match between System & Real World

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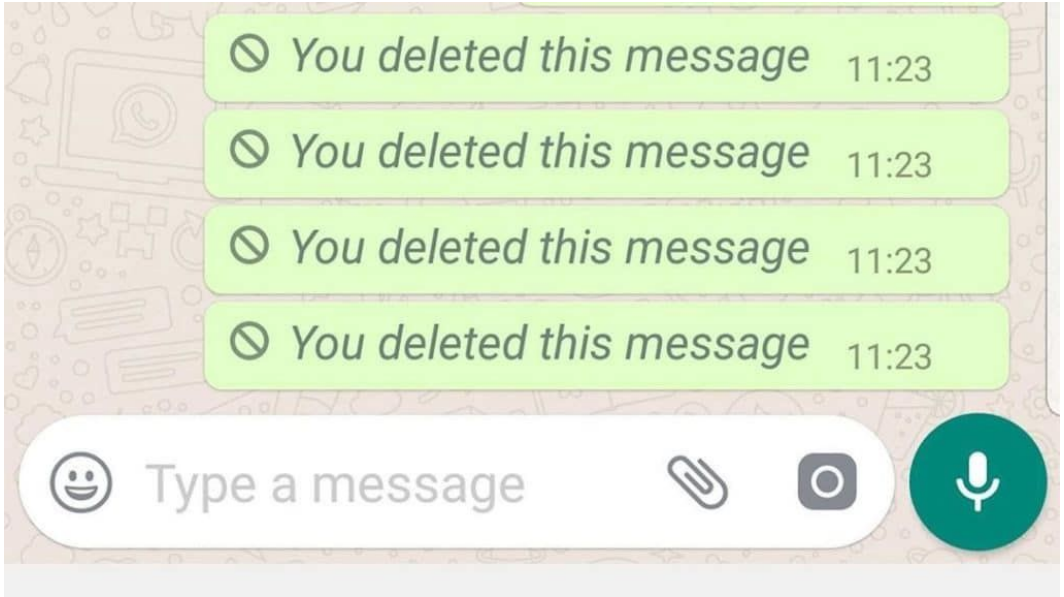
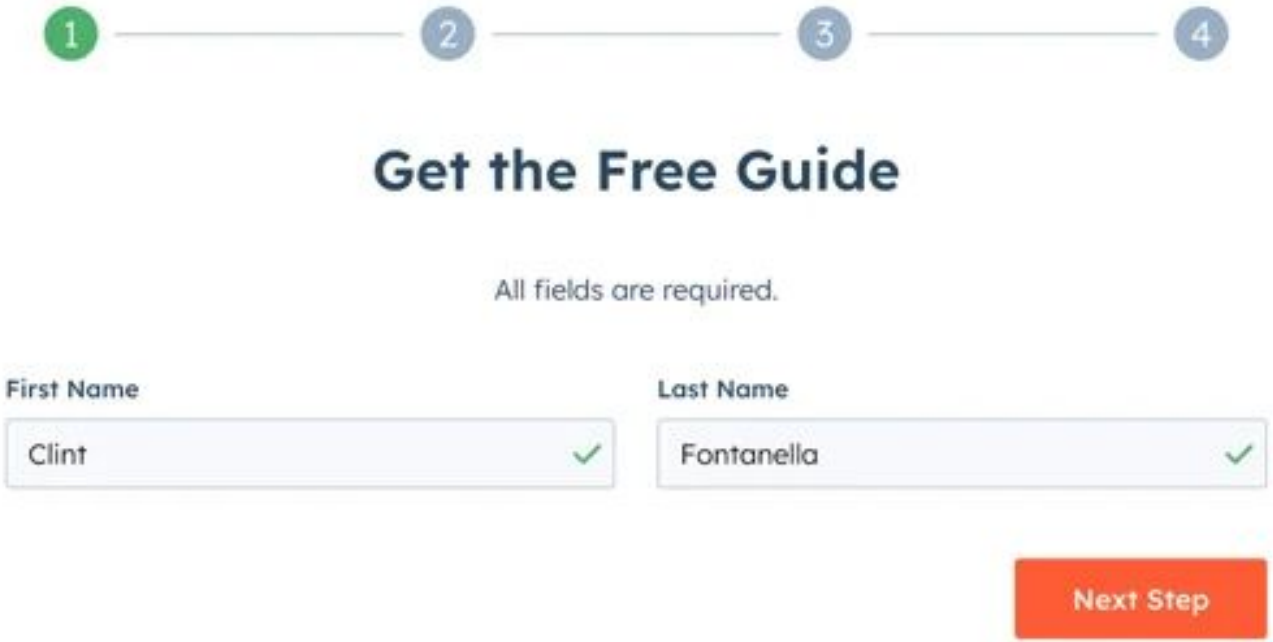
E. Error Prevention

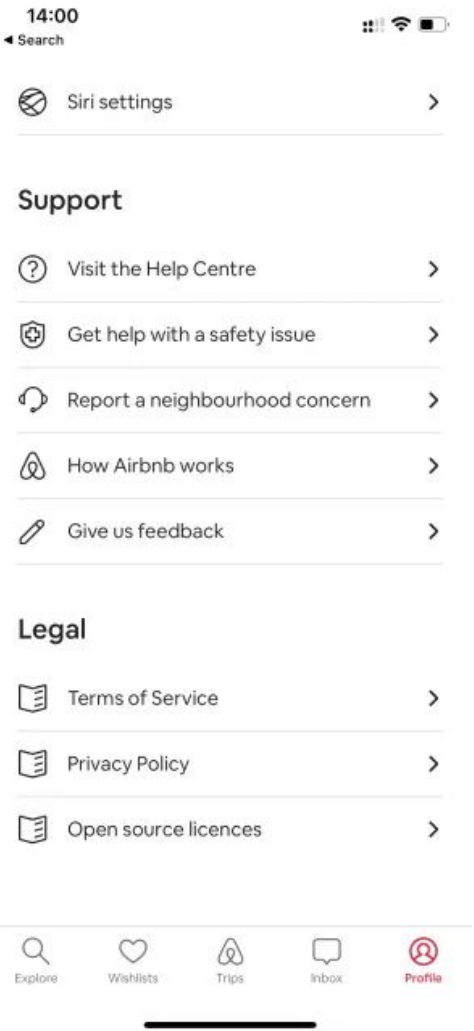


What is good?

Identify the usability heuristic(s) that are **satisfied** in the following interface:



Identify the usability heuristic(s) that are satisfied in the following interface:



Identify the usability heuristic(s) that are satisfied in the following interface:

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Wrap up

Wrap Up

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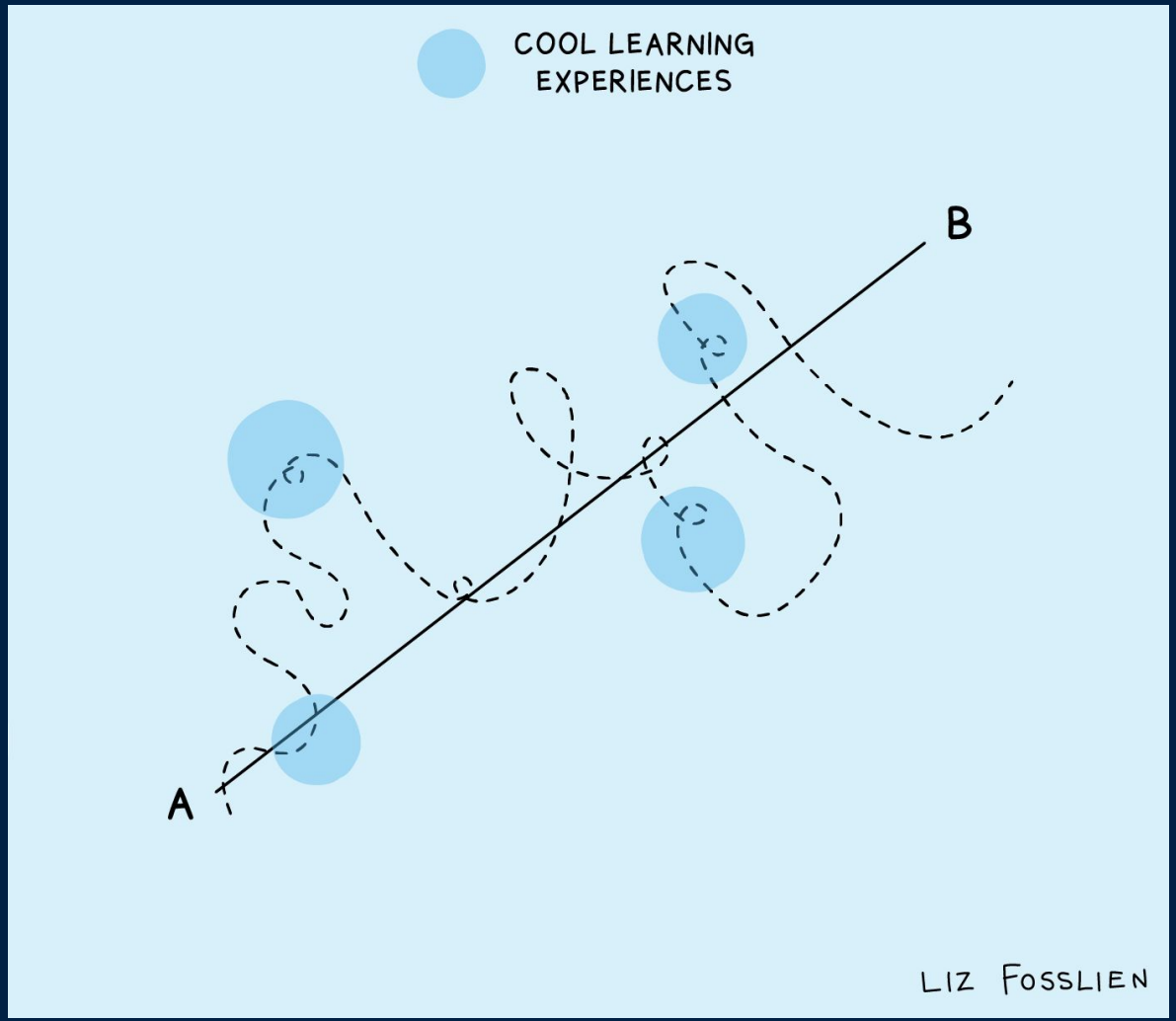
COOL LEARNING EXPERIENCES
B
A
LIZ FOSSLIEN

Do not edit
How to change the design

What was your main takeaway from today's session?

Presenting with animations, GIFs or speaker notes? Enable our Chrome extension

slido