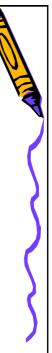
What Do We Know?

(13 & 14-00D Pre-read)

- Pre-read Discussion (pairs)
 - Ch 13 Intro HCI Design
 - Ch 14-OOD Case Study: TUI
 - Characteristics of a good User Interface?



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Slide 1

What Have We Learned?

(13 & 14-OOD Post-read)

- Post-read Review
 - HCI Criteria
 - Efficiency
 - · Learnability
 - · User satisfaction
 - Utility
 - HCI design goal?
 - An HCI designer should
 - · Know the user
 - · Prevent user errors
 - · Optimize user abilities
 - · Be consistent

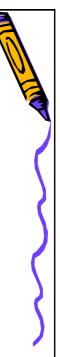


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What Do We Know?

(17 Pre-read)

- Pre-read Discussion (pairs)
 - Ch 17 Is your Design Clear, Concise, and Complete?
 - · i.e., Quality Assurance (QA)
 - What does QA mean?
 - Why do QA?
 - Anyone know a QA technique?



Slide 3

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What Have We Learned?

(17 Post-read)

- Post-read Review
 - What is
 - · Software quality?
 - · Software assurance?
 - · Software quality assurance?
 - Q: Free of bugs/defects & meets users needs
 - A: Free of vulnerabilities & functions as intended
 - Software QA Techniques
 - Formal review (aka: inspection)
 - · Informal review
 - · Design/code walkthrough
 - · Customer survey



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Slide 4

What Have We Learned?

(17 Post-read, cont'd)

- Post-read Review (cont'd)
 - Software Testing
 - · White box versus black box
 - Unit testing
 - · Integration testing
 - · System testing
 - · Acceptance testing
 - Regarding software design
 - · When should a QA technique be used?
 - · When should a testing technique be used?
 - Regarding software development
 - · When should a QA technique be used?
 - · When should a testing technique be used?

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Slide 5

What Have We Learned?

(17 Post-read, cont'd)

- Formal Review (Inspection) Process
 - 1. Plan Inspection
 - 2. Initial Meeting
 - 3. Preparation
 - 4. Inspection Meeting
 - 5. Rework
 - 6. Follow-up



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Slide 6