# CS 352 Introduction to Usability Engineering

Outputs



## Input

- Surveys/questionaires
- Interviews
- Observations
- Documentation
- Automatic data recording/tracking



### Outputs

- List of problems
- Task outlines
- Scenarios and use cases
- Diagrams and flow charts
- Visualizations with counts of phenomena



## Task Outline, example

Using a lawnmower to cut grass

Step 1- examine lawnmower

- Make sure grass is dry
- Look for objects laying in the grass

Step 2- inspect lawnmower

- Check components
- Grass bag connected correctly
- Blade is securely attached



#### Task Outlines

- Use expanding collapsing outline tool
- Add detail progressively
- Can add linked outlines for specific subtasks
- Good for sequential tasks
- Does not support parallel tasks well
- Does not support branching well



#### **Scenarios**

- Describe tasks in sentences
- Effective for communicating general idea
- Richer than task outlines
- Not effective for branching or parallel tasks
- Scenario- informal narrative description
  - Focus on tasks/activities, not technology used
  - One path through a use case



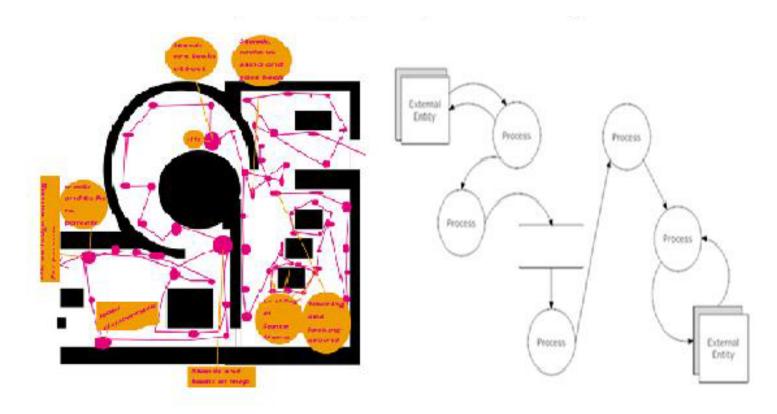
#### **Use Cases**

- Focus on user-system interaction, not tasks
- Less effective than scenarios for user emotions and reasoning
  - 1. System displays options
  - 2. User chooses their option
  - 3. System prompts user
  - 4. User enters OR
  - 3. Options is invalid
    - 3. System displays error message



# Diagrams

To show sequence, space, relationships





#### Other Visualizations

Count phenomena over time

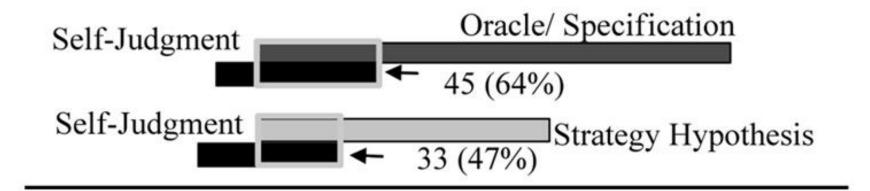


Dotted bar is where task 1 ended and task 2 began



## Visualizations (cont)

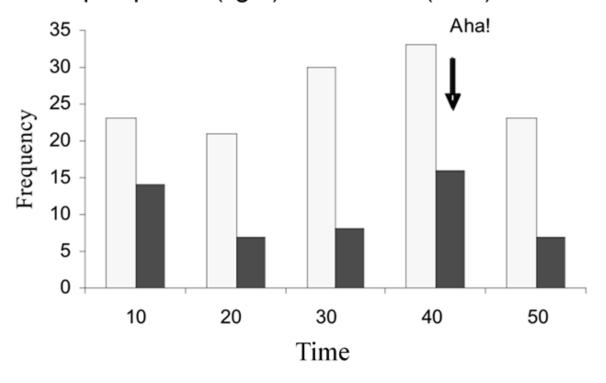
Co-occurrence of phenomena





# Visualizations (cont)

 Across time to show an interesting change Gaps opened (light) and closed (dark) over time.





## Summary

- Inputs- Data from interviews, observations, etc.
- Outputs- Ways to make sense of it
  - Task outline, to understand task
  - Scenario, to understand one user's way to do it
  - Use case, to understand several users' ways
  - Diagrams, to understand relations, paths, sequences
  - Visualizations, to understand frequencies, patterns, and relationships

