

Aalto University
School of Science
Degree Programme of Computer Science and Engineering

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In-house software development process: The usability perspective

Master's Thesis
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Abbreviations and Acronyms

ERP	Enterprise Resource Planning
SUS	System Usability Scale
ISI	Interaction Sequence Illustration
UI	User Interface

Contents

Abbreviations and Acronyms	5
1 Introduction	7
1.1 Motivation and methods	7
1.2 Background and research questions	8
1.3 Scope and structure of the thesis	9
2 Methods	10
2.1 Contextual Inquiry	10
2.2 Process measurement	10
2.2.1 System Usability Scale	10
2.2.2 Cognitive Walkthrough	10
2.2.3 Interaction Sequence Illustration	10
2.2.4 Time used and success rate	10
2.3 Automated Remote Usability Evaluation	10
3 Process experiment	11
3.1 Steps	11
3.2 Implementation	11
4 Analysis	12
4.1 Results	12
4.2 Implementation analysis	12
5 Discussion and conclusions	13
A SUS form	15
B TEST form	16

Chapter 1

Introduction

In this chapter, the background and reasoning for the thesis is described together with the focus and limitations of the research. In the text, research problems and the structure of the thesis will be also defined.

1.1 Motivation and methods

In the 1980s, when the usage of personal computers (PCs) became more common, software design practices were still falsely assuming that the users were knowledgeable and competent in computer science. As an outcome, big part of the users were practically incapable of using operating systems and applications. During these times, the concepts of Human Computer Interaction (HCI) and usability, became important. Since then, the design process of interactive software for common people emphasized usability. [3]

The term Enterprise Resource Planning (ERP) was invented in the early 1990s.[4] The purpose of the ERP software is to offer techniques and concepts for integrated and thorough management of business, as well as making it more efficient. The usage of ERP software has increased globally and nowadays even service organizations have invested a lot of resources in ERP implementation.[5, 1]

Despite the importance of the efficiency aspect, the usability of ERP systems is not a widely studied topic. However, weaknesses in usability may lead into a low productivity and make it harder for users to achieve their goals.[6]

The aim of this thesis is to examine if the usability of a service-oriented ERP system can be enhanced by integrating usability inquiries, inspections and measures into the software development process. In the research, one well defined business process is examined and the state of its usability in the

system is determined by using variety of applicable methods:

- Contextual Inquiry to define the business process.
- Cognitive walkthrough for usability inspection.
- Interaction Sequence Illustration (ISI) to measure the amount of interaction steps in the process.
- System Usability Scale (SUS) to give a global view of subjective assessments of usability.
- Remote Usability evaluation and Usability logging for remote usability evaluation.

The measurements are focused on time, error rate and user satisfaction.

1.2 Background and research questions

The subscriber of this thesis is a middle-sized company which is offering information services globally and practicing in-house software development. Because of the fast pace of growth, the company is willing to reform their current ERP system as well as the whole software development process. The aim of this thesis is to join usability perspective into this process and give answers to following research questions.

- ***How usability methods can help to identify critical disparities in the usage of a system?***

Understanding the differences in the system usage between individuals can help to understand and deploy best practices throughout the organization and therefore improve efficiency.

- ***How the user efficiency is affected by the usability measurements?***

It is important to find the most effective and usable user interface solutions and thus decrease the average time spent on tasks. Local differences can be tracked with remote usability measurements.

- ***What usability methods can be practically joined with the software development process of an ERP system?***

Finding practical and efficient usability methods to be joined with the software development process can improve the quality of the end product.

1.3 Scope and structure of the thesis

This thesis covers research about usability of the in-house software development process and its scope does not include any other aspects of the process. The literature research consists of a few usability methods and even though the target of the research is ERP software, literature about them are not covered in the thesis. The results of the research may not be suitable for every organization.

The first actual chapter of the thesis is about the usability methods. Every usability method used in the research is discussed carefully. In the second chapter the process experiment is being introduced. It covers the experiment steps and the implementation details. In the third chapter, the data gathered in the experiment, and the implementation process is being analyzed. In the last chapter the research will be summed up and discussed.

Chapter 2

Methods

In order to be able to discover reliable research data, the research methods must be understood thoroughly. In this research, the data is gathered with a few types of usability methods. Inquiries are used to study the business process. The process itself is measured from many different aspects and also remote evaluation is utilized. All the methods is described in detail in the following chapter.

2.1 Contextual Inquiry

2.2 Process measurement

2.2.1 System Usability Scale

In his paper Brooke[2] argued that usability is not any real existing quality, but a good usability artefact is appropriate to its purpose. In other words "the usability of any tool or system has to be viewed in terms of the context in which it is used, and its appropriateness to that context"[2].

2.2.2 Cognitive Walkthrough

2.2.3 Interaction Sequence Illustration

2.2.4 Time used and success rate

2.3 Automated Remote Usability Evaluation

Chapter 3

Process experiment

Introduction to the chapter.

3.1 Steps

- Creating the model for gathering data
- Modified contextual inquiry
- Process measurement methods
- Analysis 1.
- Prototype creation
- Remote evaluation -i process measurement methods.
- Analysis 2.

3.2 Implementation

Chapter 4

Analysis

4.1 Results

-Comparison between country offices

4.2 Implementation analysis

-Should these methods be implemented as a part of the process or not.

Chapter 5

Discussion and conclusions

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Appendix A

SUS form

System Usability Scale

© Digital Equipment Corporation, 1986.

	Strongly disagree				Strongly agree
1. I think that I would like to use this system frequently	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	1	2	3	4	5
2. I found the system unnecessarily complex	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	1	2	3	4	5
3. I thought the system was easy to use	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	1	2	3	4	5
4. I think that I would need the support of a technical person to be able to use this system	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	1	2	3	4	5
5. I found the various functions in this system were well integrated	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	1	2	3	4	5
6. I thought there was too much inconsistency in this system	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	1	2	3	4	5
7. I would imagine that most people would learn to use this system very quickly	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	1	2	3	4	5
8. I found the system very cumbersome to use	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	1	2	3	4	5
9. I felt very confident using the system	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	1	2	3	4	5
10. I needed to learn a lot of things before I could get going with this system	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	1	2	3	4	5

Appendix B

TEST form

System Usability Scale

© Digital Equipment Corporation, 1986.

	Strongly disagree				Strongly agree
1. I think that I would like to use this system frequently	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	1	2	3	4	5
2. I found the system unnecessarily complex	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	1	2	3	4	5
3. I thought the system was easy to use	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	1	2	3	4	5
4. I think that I would need the support of a technical person to be able to use this system	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	1	2	3	4	5
5. I found the various functions in this system were well integrated	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	1	2	3	4	5
6. I thought there was too much inconsistency in this system	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	1	2	3	4	5
7. I would imagine that most people would learn to use this system very quickly	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	1	2	3	4	5
8. I found the system very cumbersome to use	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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9. I felt very confident using the system	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	1	2	3	4	5
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	1	2	3	4	5