Shaping the Experience

EVALUATION METHODOLOGY

706.712 - Winter 16/17

eduardo Veas eveas@know-center.at Z



WHAT IS EVALUATION?

WHY DO WE EVALUATE?

WHY DO WE EVALUATE?

Your answers here:



WIKIPEDIA WHAT IS EVALUATION - ?

the process of judging something or someone based on a set of standards.

systematic determination of a subject's merit worth and significance using criteria governed by a set of standards.

EVALUATION

determine a subject's merit worth and significance

METHODOLOGY

using criteria based on a set of standards



SUBJECT

- piece of software?

- hardware + software?

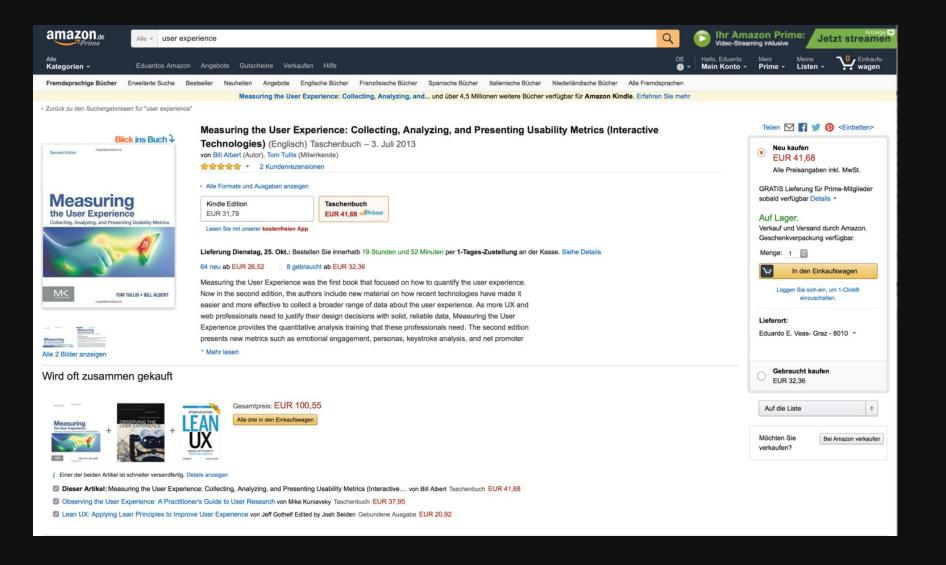
- computerized system?







...A SUBJECT'S MERIT...





Fremdsprachige Bücher

Alle ▼ user experience



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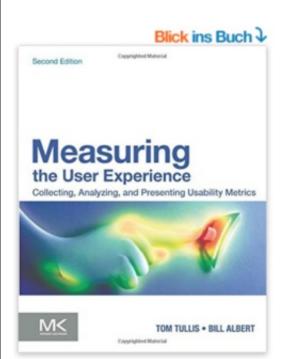
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Zurück zu den Suchergebnissen für "user experience"



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Measuring the User Experience: Collecting, Analyzing, and Presenting Usability Metrics (Interactive

Technologies) (Englisch) Taschenbuch – 3. Juli 2013

von Bill Albert (Autor), Tom Tullis (Mitwirkende)

★★★★★ 2 Kundenrezensionen

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Measuring the User Experience was the first book that focused on how to quantify the user experience. Now in the second edition, the authors include new material on how recent technologies have made it easier and more effective to collect a broader range of data about the user experience. As more UX and web professionals need to justify their design decisions with solid, reliable data, Measuring the User Experience provides the quantitative analysis training that these professionals need. The second edition presents new metrics such as emotional engagement, personas, keystroke analysis, and net promoter

▼ Mehr lesen

Wird oft zusammen gekauft





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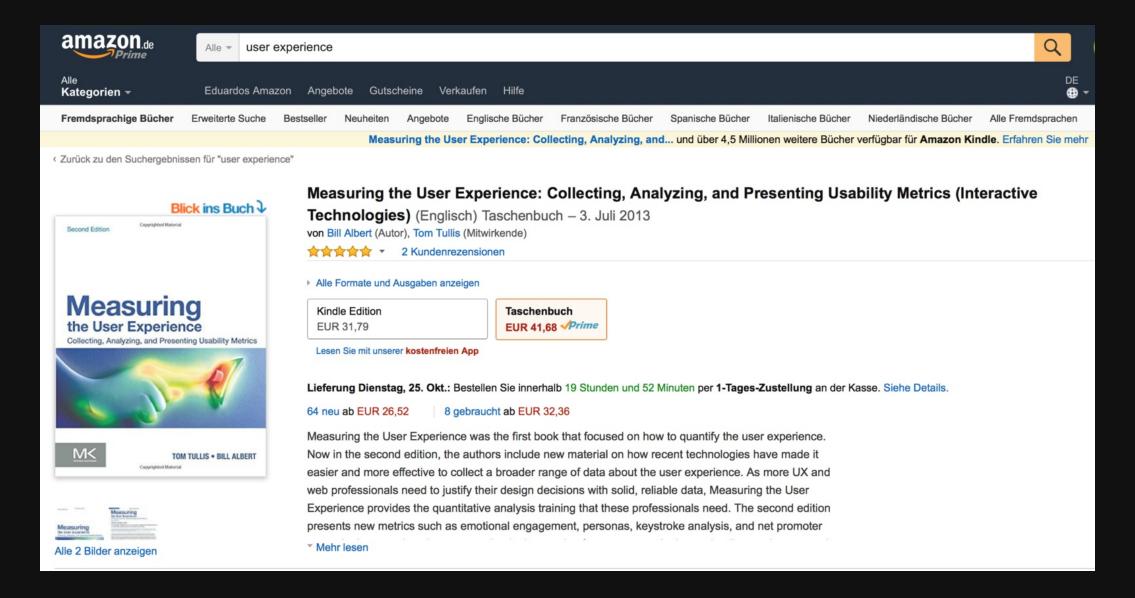
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...A SUBJECT'S MERIT...



- Information retrieval
- Database
- Item indexing

Alle ▼ user experience



Jetzt streamen

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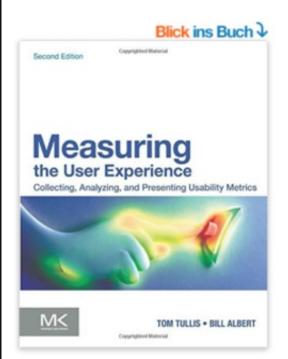
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▼ Mehr lesen

Wird off zusammen gekauft





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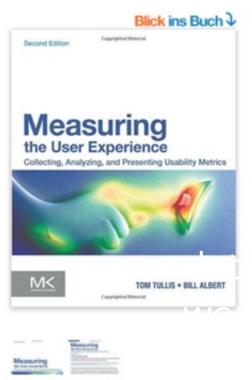
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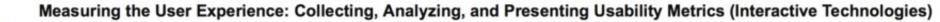
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...A SUBJECT'S MERIT...



- Recommender system
- Item based collaborative filtering
- Item x item matrix





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Seite 1 von 6

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Jeff Gothelf Edited by.



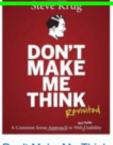
Quantifying the User Experience: Practical Statistics for User... Jeff Sauro



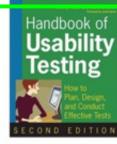
The Design of Everyday Things: Revised and Expanded Edition Don Norman



Observing the User Experience: A Practitioner's Guide to User Research Mike Kuniavsky



Don't Make Me Think: A Common Sense Approach to Web Usability (Voices... Steve Krug



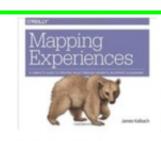
Handbook of Usability Testing: Howto Plan, Design, and Conduct **Effective Tests**



100 Things Every Designer Needs to Know About People: What Makes .. Susan Weinschenk



100 MORE Things Every Designer Needs to Know About People (Voices That Matter)



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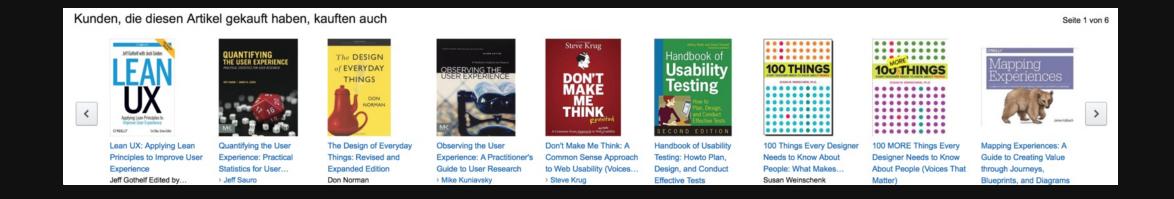
Menge: 1

Lieferort:

Mapping Experiences: A Guide to Creating Value through Journeys, Blueprints, and Diagrams

5.9

...A SUBJECT'S MERIT...



- Recommender system
- User based collaborative filtering
- user x user matrix
- social recommender

... A SUBJECT'S MERIT...

- Information Retrieval
- Recommender system: item based collaborative filtering
- Recommender system: user based collaborative filtering

... and... and ... and



EVALUATION

determine a subject's merit worth and significance

METHODOLOGY

using criteria based on a set of standards

- Information Retrieval:
- precision, recall, F measures.

- Recommender system: item or user based collaborative filtering: DCG, precision @ k

User interface: preference, time spent in site

WHAT IS A GOOD MEASURE OF SUCCESS?

WHAT IS THE SUBJECT?

WHAT FACTORS DETERMINE THE SUBJECT'S MERIT?

WHAT STANDARDS ARE THERE TO STUDY THEM?

ARE WE MEASURING THE RIGHT THING?

SWITCH

MANY FACTORS IN PLAY

each with its own evaluation criteria

what is expected from the system?



UX

A PERSON'S PERCEPTIONS AND RESPONSES THAT RESULT FROM
THE USE OR ANTICIPATED USE OF A PRODUCT, SYSTEM OR

SERVICE.

ISO - 9241-210 (2010)

WHY UX?

- Perceptions and responses
- from use
- or **anticipated use** of product or service

WHAT ARE THE USER'S EXPECTATIONS?

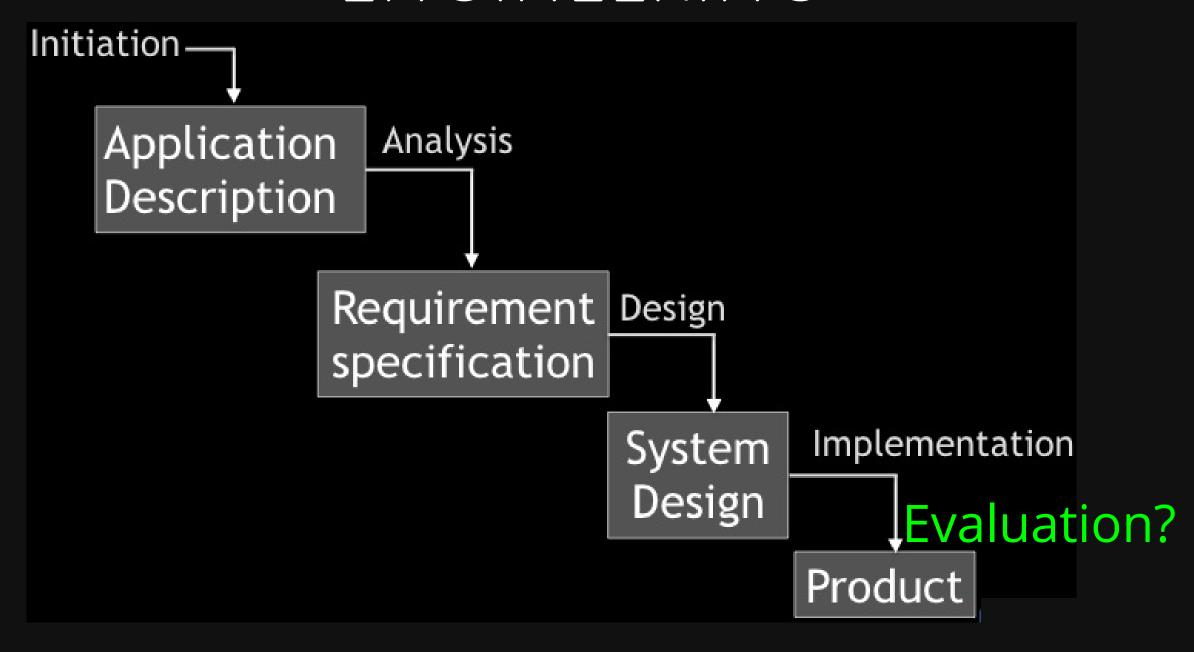
HOW DO PARTS OF THE SYSTEM FULFILL THEM?

WHAT STANDARDS ARE THERE TO STUDY THEM?

ARE WE MEASURING THE RIGHT THING?

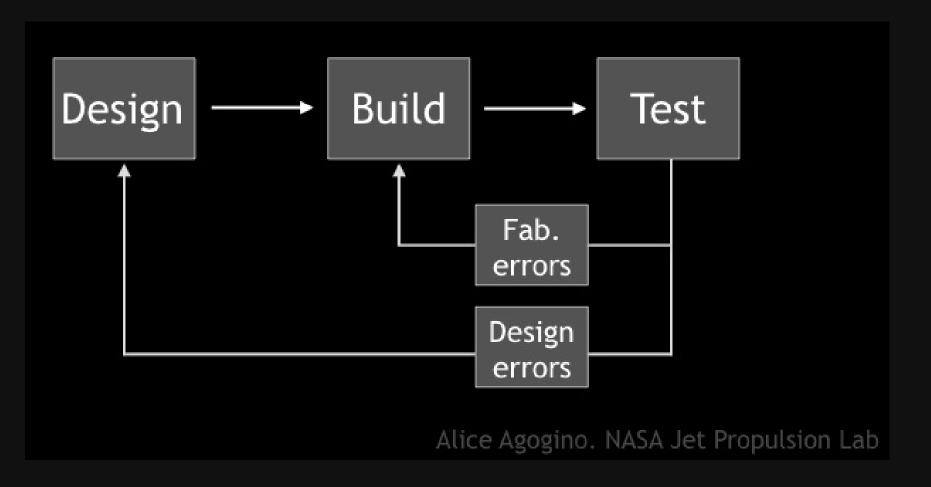
WHEN DO WE EVALUATE?

WATERFALL MODEL OF SW ENGINEERING

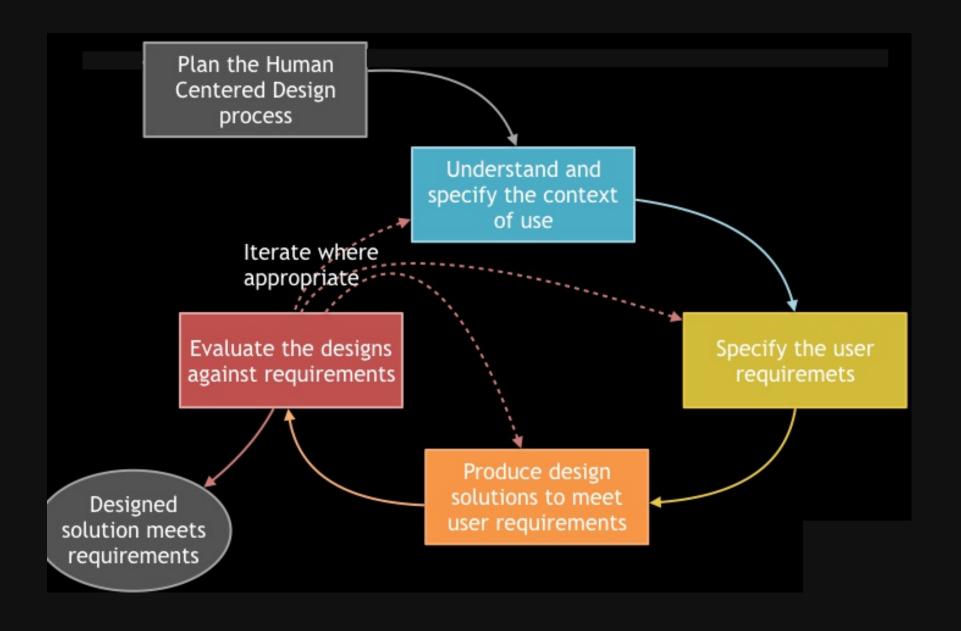


HOW DO WE KNOW WE ARE DOING IT RIGHT?

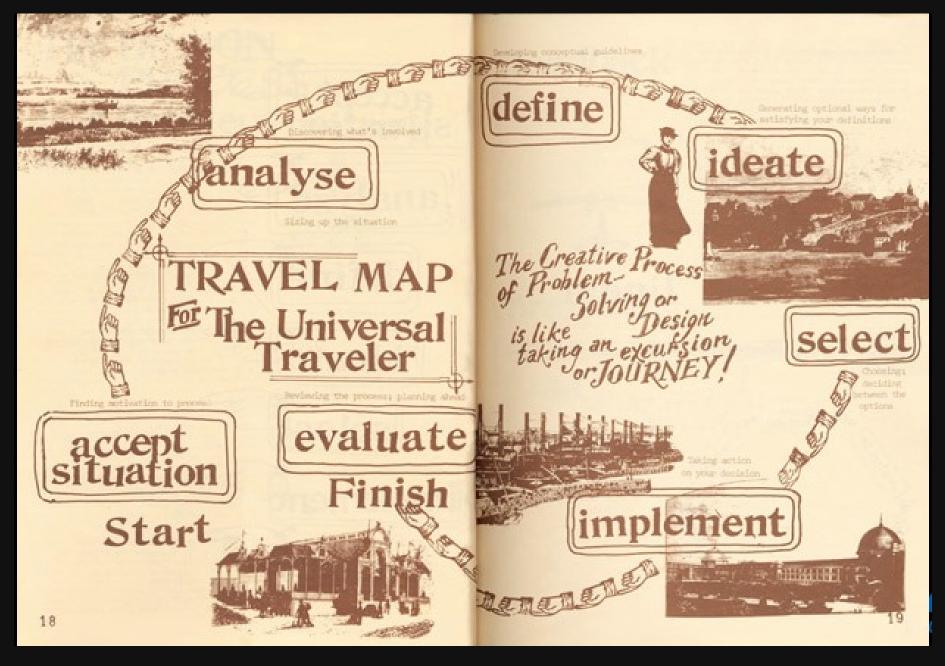
CYCLE OF PRODUCT DESIGN



USER CENTERED DESIGN

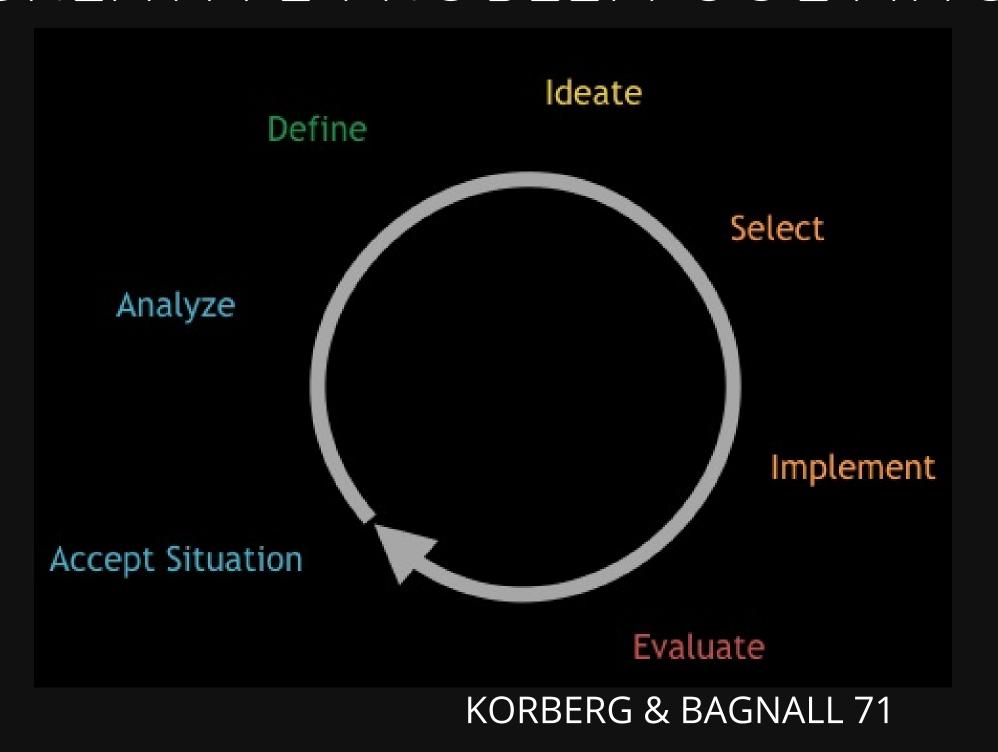


CREATIVE PROBLEM SOLVING

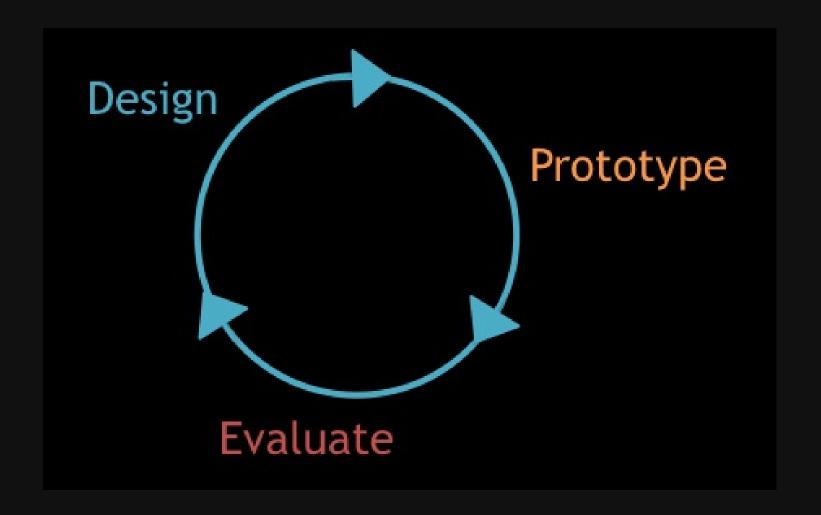


KORBERG & BAGNALL 71

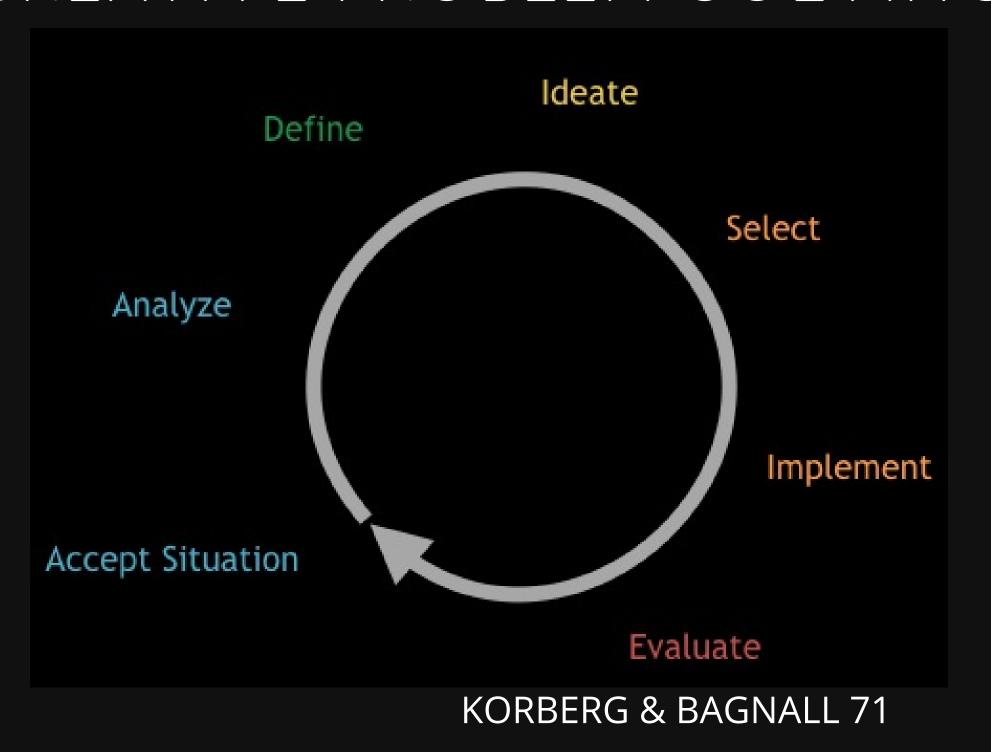
CREATIVE PROBLEM SOLVING



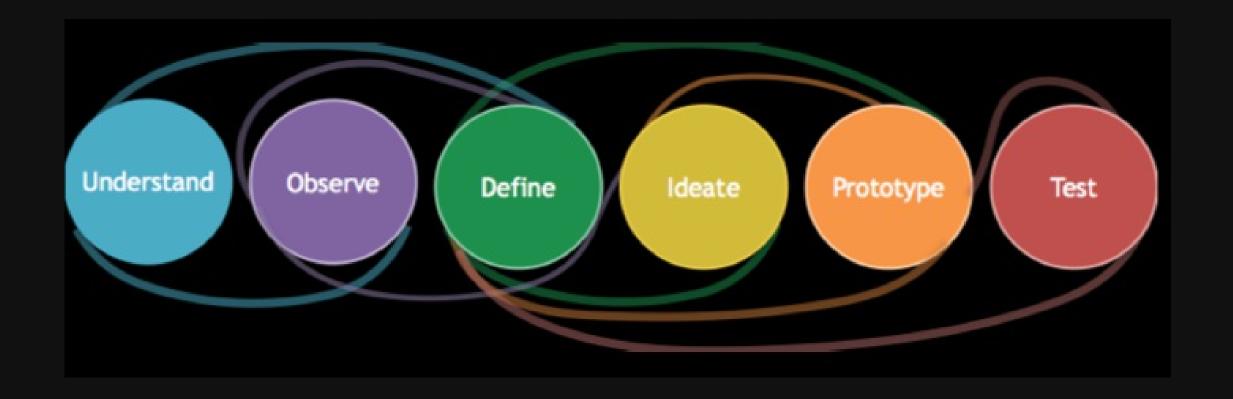
EVALUATION IS CONTINUOUS



CREATIVE PROBLEM SOLVING



DESIGN THINKING



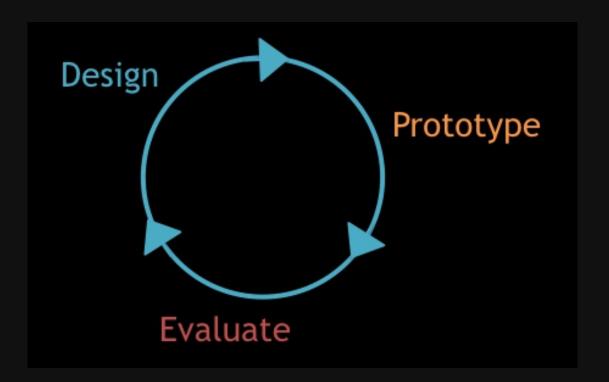
DESIGN THINKING

Fail often and soon

EVALUATION GOALS

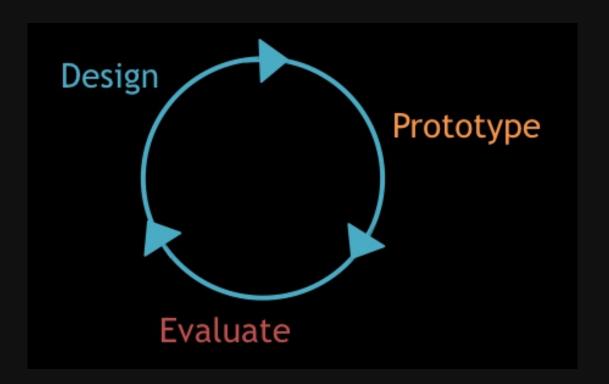
EVALUATION GOALS

- to understand
- as we observe
- to define
- to explore ideas
- to select ideas
- to validate designs



EVALUATION IS CONTINUOUS

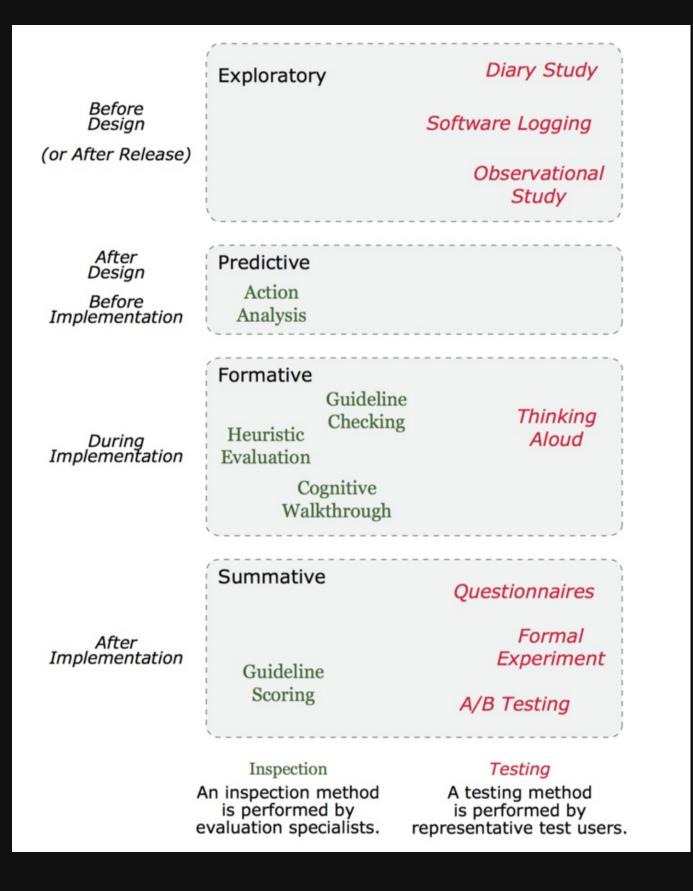
- Project stage defines evaluation goals
- Subject and goal define methodology
- Evaluation results inform iteration or continuation to next stage



EVAL. METHODS

Evaluation methods grouped by purpose. From Andrews notes on HCI

http://courses.iicm.tugraz.at/hci/



706.712 - EVALUATION METHODOLOGY

706.712 EVALUATION METHODOLOGY

If you find this course valuable, you have to score it, so other students will have the opportunity in the future.

(Lehrveranstaltungsevaluierung)

706.712 EVALUATION METHODOLOGY

Is not an intro to HCI, InfoVis, Visual Analytics, AR, Interactive systems

Is not a course on advanced statistics, (web) usability, interface design

is appropriate for students (PhD., Msc) and researchers investigating (computer) methods that involve humans.

706.712 EVALUATION METHODOLOGY

WHAT YOU GET:

- Organize your research problem
- collect data about the problem
- compare different evaluation methods
- understand when each evaluation is appropriate
- properly report methodology and results

THE PATH TO MASTER EVAL

- EVALUATION BASICS
 - W1: Shaping the Experience
 - W2: Foundations of Experimental Research
- STATISTICS
 - W3: Statistics: Descriptive and Correlational Methods
 - W4: Statistics: Two-Sample Designs.
 - W5: Statistics: Multi-Sample Designs.
- W6: Measuring Experience
- W7: Putting it all together
- CASE STUDIES
 - W8: Recommender Systems
 - W10: Crowdsourcing Experiments
 - W12: Structural equations



EVALUATION METHODOLOGY: GRADING

1 Assignment: Present evaluation method

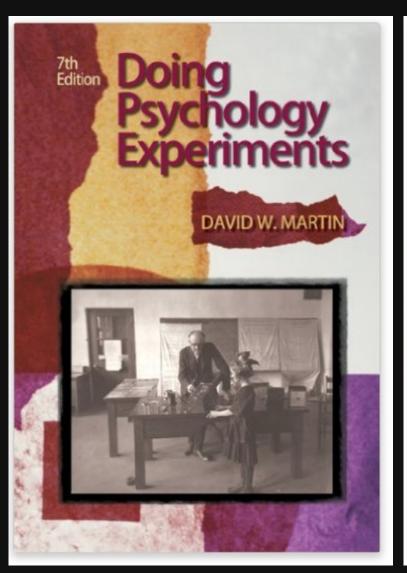
2 Assignment: Participate in study

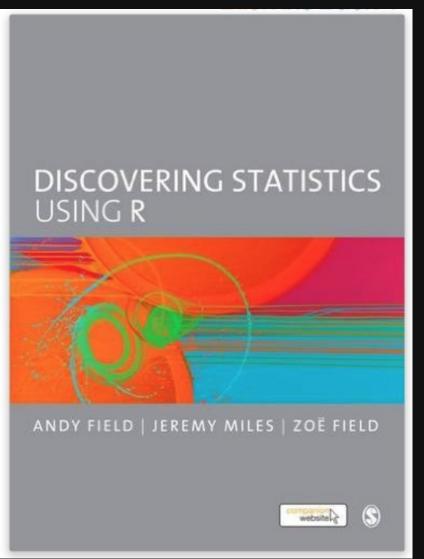
3 Assignment: Statistics

4 Assignment: Own project



EVALUATION METHODOLOGY: BOOKS

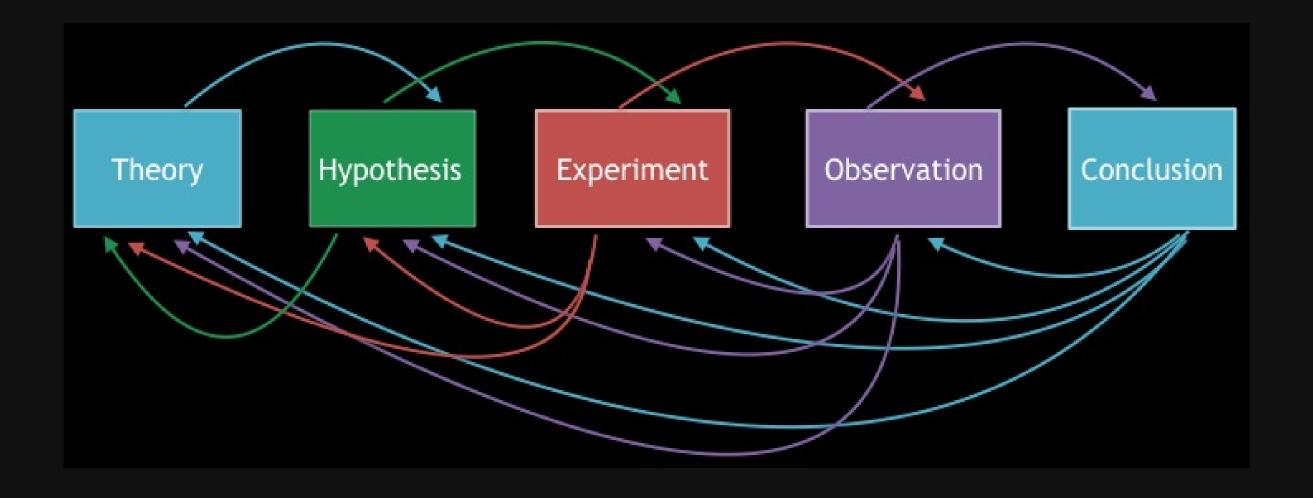




...NAH, REALLY, WHY DO WE EVALUATE?

WHAT IS YOUR PROJECT?

THEOC SCIENTIFIC MODEL



TWOLEVELS

I) MACRO / HOLISTIC LEVEL

II) MEASUREMENT OF SPECIFIC VARIABLES

MACRO

Examine the process, take the context into account,

SPECIFIC

Seeks to measure the effects of specific variables

EVALUATION

IS A PLANNED SYSTEMATIC AND OPEN ENDEAVOUR

EVALUATION

IS A DESIGNED AND PURPOSEFUL ENQUIRY WHICH IS OPEN TO COMMENT

EVALUATION

Data driven approach

EVALUATION IS THE COLLECTION, ANALYSIS AND INTERPRETATION OF INFORMATION ABOUT ANY ASPECT OF [...] AS PART OF A RECOGNISED PROCESS OF JUDGING ITS EFFECTIVENESS, ITS EFFICIENCY AND ANY OTHER OUTCOMES IT MAY HAVE.

Mary Thorpe in "Handbook of Education Technology" (Ellington, Percival and Race, 1988)

NEXT WEEK

31.10.16 - FOUNDATIONS OF EXPERIMENTAL RESEARCH

TO DO

REGISTER YOUR PROJECT

Max 2 participants

Propose project where you'd like to plan an eval.

https://goo.gl/forms/gFC7zLXBcrX1TvjO2

REGISTER YOUR EVAL. TOPIC

Max 2 participants

choose evaluation method

read paper(s) [eduardo will post options] and describe evaluation process (20m)

deadline (Thu. 3rd Nov.)

READINGS

User Centric Design and Human Factors.
 http://link.springer.com/book/10.1007%2F978-1-4471-5134-0

 Being Human. Microsoft Research http://research.microsoft.com/enus/um/cambridge/projects/hci2020/