Usability Goal Team Exercise

Part A

<https://mowatl.org/>

1. From your previous UI critique exercise, perform a SUS eval with this [calculator](https://docs.google.com/spreadsheets/d/1AvwC03N2afjXR00cI5qTe6TRMedbj5mQXcnnLt0cqC0/edit?usp=sharing)
2. Everyone one on your team fill out a SUS score
   1. What was the average score? **74.5**
3. What do you think of the SUS method?

Part B

Think about some other Usability Goals that might relate to your project, how might you judge whether a design meets the criteria? Brainstorm with potential table formats below

| Usability Attribute/Goal | Rationale | How to measure | Current level | Connect to Norman? |
| --- | --- | --- | --- | --- |
| Convenience | We found that international students had a hard time keeping track of timezones | Questionnaire 5 point likert scale from very inconvenient to very convenient | probably inconvenient | No affordance of signifers for multiple time zones, causing memory-lapse mistakes |
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Another example: How will you judge whether the design meets criteria?

| Usability Attribute | Measurement Instrument | Value to be measured | Current level | Worst performance level | Planned target level | Best possible level | Observer results |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Initial performance | Benchmark task | Length of time to complete task | 15 sec | 30 sec | 20 sec | 10 |  |
| Satisfaction | questionnaire | Likert scale  -2-1 0 1 2 | 2 | -2 | 1.5 | 2 |  |
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