ITMD-362 WEEK 14

April 10, 2018



TONIGHT'S AGENDA

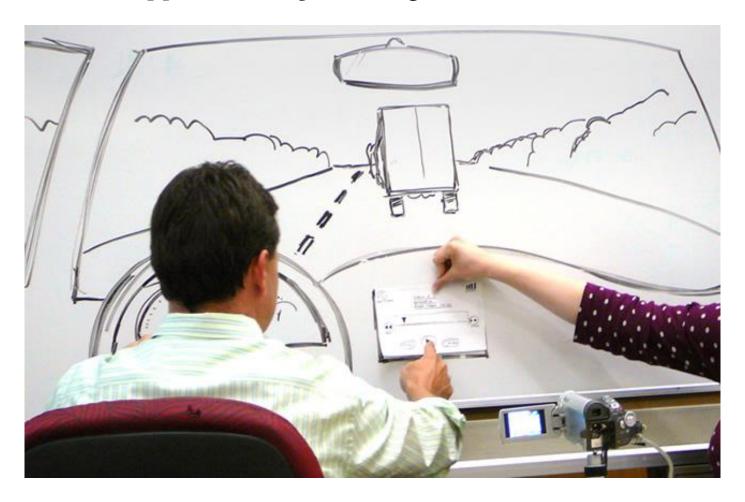
- Usability
- Usability Testing
- Testing Tools
- Frameworks



Usability



WHAT ARE WE TESTING?





WHAT TO ASK?

- What did you think of my site?
 - Benefit?
 - Problems?
- Suggestions for Improvement?
 - Benefit?
 - Problems?
- What didn't work for you?
 - Benefit?
 - Problems?



Usability Testing



WHAT IS USABILITY TESTING

- Evaluate a product by actually testing it on users?
- As apposed to engendering or in-house testers
- Is it Science?
 - Not entirely





LEAN DESIGN

- Step 1: take my Behavioral Design class
- Step 2: find "minimal functionality necessary"
 - > To meet business objectives
- Step 3: Engineering Review
 - > Can it be done and how long?
- Step 4: Prototype Testing
 - > Prototype goal: speed to test
 - > Fake the back end as much possible



PAPER PROTOTYPE TESTING (VIDEOS)

- Remote Paper Prototype Testing
- <u>iPhone User Interface Design, Paper Prototype study</u>
- Example Usability Test with a Paper Prototype



Testing Tools



WHAT TO USE: KRUG

- Usability test script
- Checklists
- Instructions for Observers
- Watch the Demo Test Video
- The other tools are useful but let's keep it simple



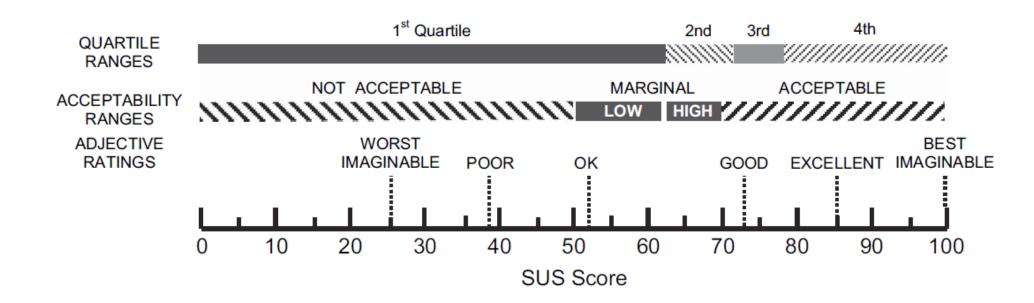
PREPARING THE TEST

- Don't go in blind
- Know exactly what you want to test
- Know exactly what "type" of answers you want
- Practice the test on your own team first
- Use the Likert Scales (0-10 or 1-5)



POST USE TESTING

SUS Usability Scale: <u>Basecamp Link</u>





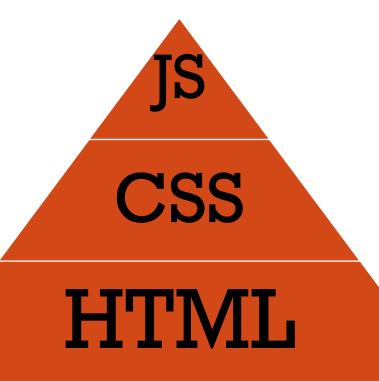
Why Frameworks?



WHY DON'T WE TEACH FRAMEWORKS?

<u>You</u>

Bad Developers



JavaScript

CSS

html



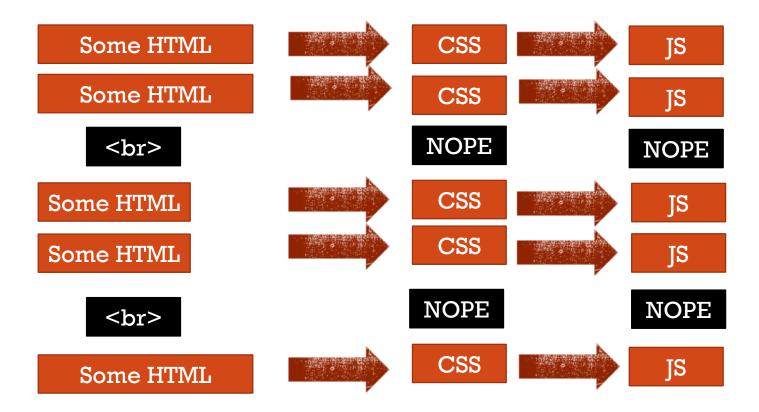
WHY DOES HTML MATTER SO MUCH?

- Baseline point of access
 - Least possible experience for your user
- Foundation of your DOM
 - Forms the API library for your CSS and JS
 - The reason we don't use
>





WHY
 IS SO BAD: NOT IN THE DOM

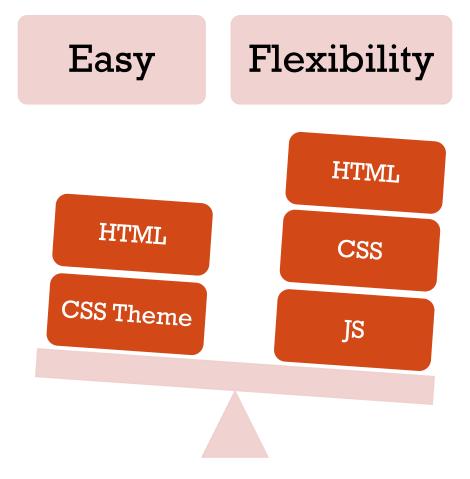




Frameworks

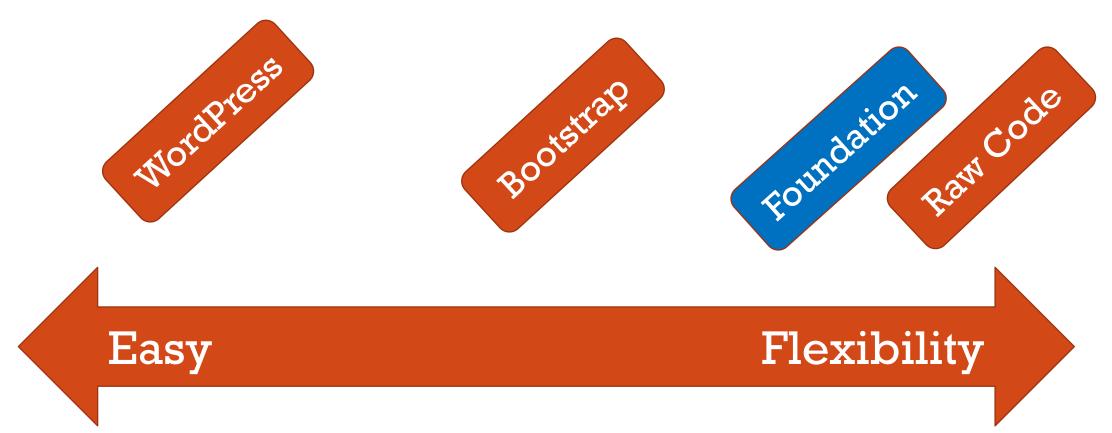


FRAMEWORKS: NOT ALL CREATED EQUAL



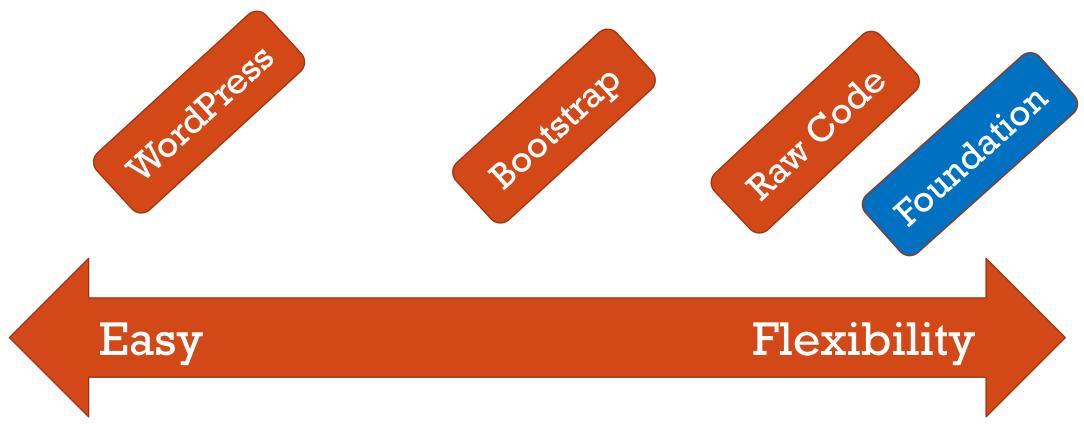


SCALE: EXPERTS





SCALE: YOU





FOUNDATION: BASICS

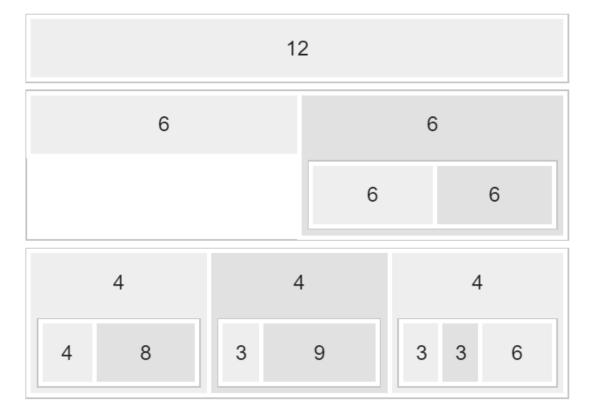
- Download the library and add it to your database.
- Start with their index.html



FOUNDATION: XY GRID

- Flexbox: Auto and Shrink Sizing.
- You have control over x and y coordinates.
- Full control over margin and padding
- Basic and advanced grid/cell-block classes

<div class="small-6 cell">





NOMENCLATURE:

Rows & Columns

- Quick Row: class="grid-x"
- Quick Columns : class="cell"

Padding & Margins

- Quick Left/Right Padding: class="grid-padding-x"
- Quick Top/Bottom Margins: class="grid-margin-y"

Responsive Grid: Link

- Smartphone class="small-6"
- Tablet:
 class="medium-8"
- Widescreen: class="large-9"



THE GRID: LINK

- This is where you can start.
- Jump past getting your line height and relative units just right...if you dare!

You can also download full site templates: <u>Link</u>

