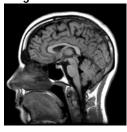
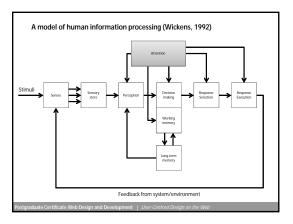
Postgraduate Certificate Web Design and Development 29 January 2011	-
WDD3.3 Usability & Evaluation	
Andrew Harder, Design Research Specialist, Nokia, London Peter Otto, Information Architect, Morgan Stanley, London	
Recap: What you've learned in the last session Translating user research and business requirements into	
conceptual solutions • Prototyping at the right level of fidelity – storyboards, sketches and wireframes	
Classifying and structuring information in a way meaningful to users	-
Creating navigation systems – showing users where they are, where they can go, where they have been Creating content that is relevant, succinct, scannable, legible and credible	
Homepages that explain proposition, create clear entrypoints & CTA's and give examples of content Interaction design: task flow, action/reaction, behaviour, state	
and error avoidance	
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2.2.1 Development basis of	
2.3.1 Psychological basis of usability	
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We need to design for limited cognitive hardware



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Sensation & Perception

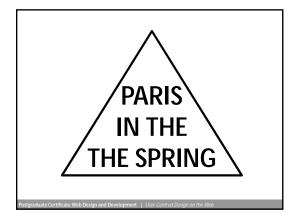
Sensation: Stimuli impinge on the senses and give rise to neural events.

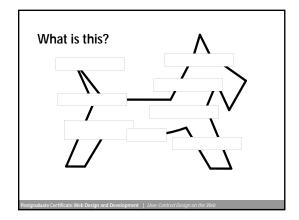
• Sensory memory holds stimulus for a very brief period of time.

Perception: Giving meaning to the event that produced the sensation.

- Automatic, rapid and requires little attention unlike cognitive processes that start when perceived information is processed.
- Bottom-up processing is driven by incoming data/stimuli
- Top-down processing is driven by prior knowledge

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What does this say?

TAE CAT

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Gestalt principles Proximity Closure Continuity Symmetry It's important to be aware of these principles and to consider them in your design!

Design implications

- Structure: Help users understand what belongs together by chunking similar and separating different items
- Consistency: Help users apply previously acquired knowledge from LTM. (consistency within the UI and consistency with the world)
- Visibility and affordance: Show all required information and use controls that are self-explanatory.
- Feedback: Communicate the consequence of an action

Prominence indicates importance

Big things

THAN SMALL ONES

Proximity-compatibility principle

Things that are near each other are presumed to be similar

Things that are separated are presumed to be different

Difference can also be indicated using visual contrast i.e. colour, size, style

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Headings summarise adjacent content	
Painfully obvious isn't it?	
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Momory	
Memory	
Short term (working) memory Size 7 ± 2 chunks (Miller, 1956), consists of:	
An auditory component [the phonological loop] A visual component [the visio-spatial sketchpad]	
Each has its own store & its own rehearsal mechanism	
Long term memory Thought to be organised on the basis of meaning and semantics	-
Schemas: Organised knowledge structure to reflect knowledge, experience, expectations. Unconscious routines for commonly professed to the second structure.	
Performed actions Activated schemas stand ready to execute on cues from the environment	
	-
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Design implications	
Visibility: Minimise what users need to remember ("the	
knowledge in their head") and show all required information on the page ("the knowledge in the world")	
Consistency: use a language and imagery that conforms to	
user expectations and previously acquired knowledge; allowing users to connect existing knowledge with new one.	
Simplicity: avoid information overload. Concrete things are easies to remember then electract.	
Concrete things are easier to remember than abstract ones.	
Examples and mnemonic devices help us remembering things: see <u>Dyson website</u>	

Attention Selective Attention Attention can be selective (e.g. listening to a particular instrument in an orchestra) **Divided Attention** • Criteria: Task difficulty, Task similarity & Practice · Practice leads to processes becoming automatic • Differentiate between controlled and automatic processes • Controlled: Limited capacity, requires attention, flexible • Automatic: No capacity limitation, require no attention, difficult to modify Check this: Card trick **Design implications** • We have limited attentional resources at our disposal. Use visibility, affordance, structure, feedback and consistency to help users shift attention between different tasks and aspects of the page and alert them of changes. • Simplicity: Don't present too many things at once. • Tolerance: Help users recover from slips of their attention

and help avoid errors.

In Summary

The human information processing system can be seen as:

- · A general purpose pattern recogniser
- With limited information processing capacity
- Using heuristics (rules of thumbs) to simplify the information processing load
- · Acting as a satisficer rather than an optimiser

Reason (1990)

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In Summary

- We make predictions based on previous experience, or, in other words, we see what we expect to see.
- We use Gestalt principles to interpret what we see, and therefore it is easier for us to perceive a structured layout.
- We have limited working memory, therefore it's easier to recognise than recall for us.
- We use habits to help us reduce mental effort, which means that on the web, we often do things in automatic mode rather than consciously paying attention.
- With our limited attentional resources we can only give real attention to one thing at a time.

In Summary

Design principles to apply:

- Visibility of information and controls
- Affordance and correct mapping of controls
- Feedback from the system
- Structure of the design
- Consistency with user expectations and the world
- Simplicity of the design
- Tolerance of the system to errors

(Norman 1988)

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