Postgraduate Certificate Web Design and Development 30 January 2010

WDD3.3
Usability & Evaluation

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Recap: What you've learned in the last session

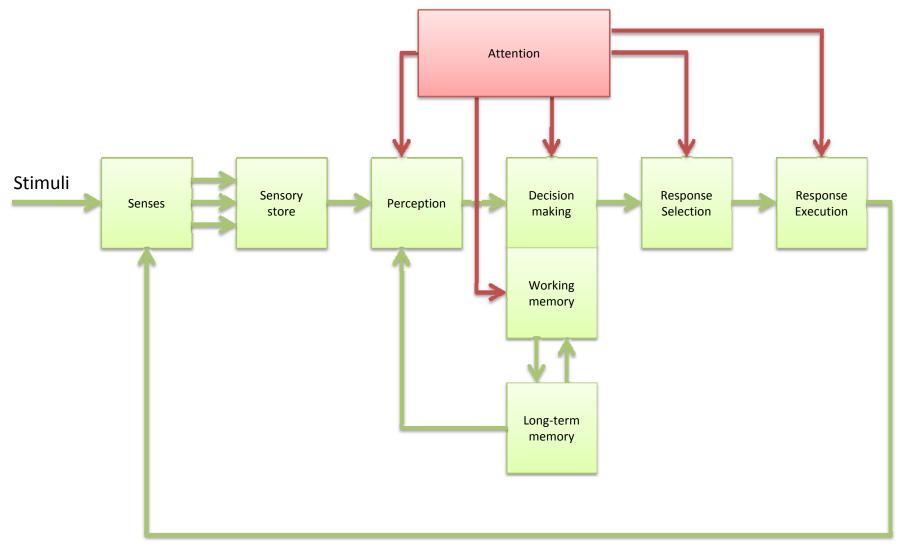
- Translating user research and business requirements into conceptual solutions
- Prototyping at the right level of fidelity **storyboards**, **sketches** and wireframes
- Classifying and structuring information in a way meaningful to users
- Creating navigation systems **showing users where they are**, 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

2.3.1 Psychological basis of usability

We need to design for limited cognitive hardware



A model of human information processing (Wickens, 1992)



Feedback from system/environment

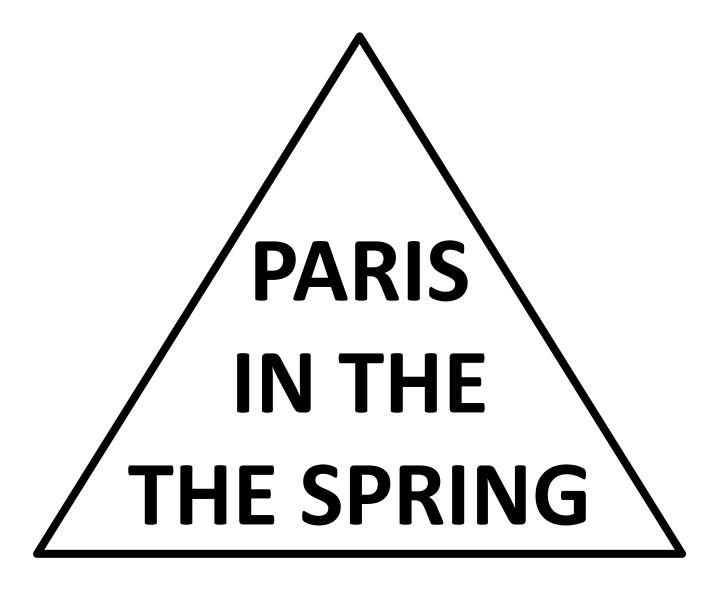
Sensation & Perception

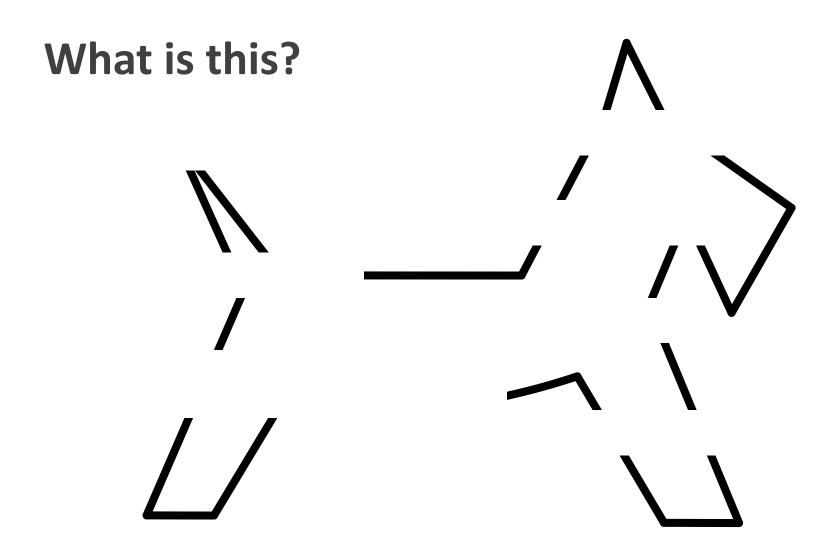
Sensation: Stimuli impinge on the senses and give rise to neural events.

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

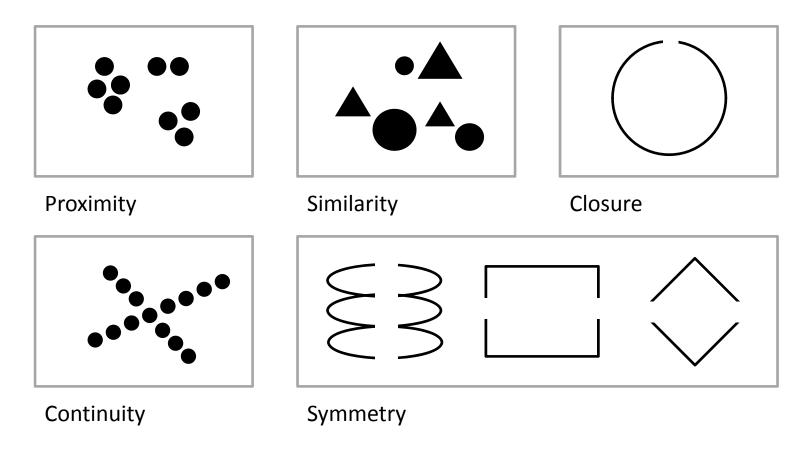




What does this say?

HECHT

Gestalt principles



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

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Big things

are perceived more important

THAN SMALL ONES

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Proximity-compatibility principle

Things that are near each other are presumed to be similar

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Things that are separated are presumed to be different

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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?

But for it to work, headings must be instantly recognised as headings.

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Lack of distinction or visual clutter undermines their function

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Try to remember this:

KFJASANIBFOTNASPU

Now this:

KFJ ASAN IBF OTNA SPU CKF

Now this:

JFK NASA FBI NATO UPS KFC

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 performed actions
- Activated schemas stand ready to execute on cues from the environment

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 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: <u>Card trick</u>

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)



- 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)