

# Usability Goals

Goal #: 2

Task: F10, F20, F30, F80

## Operational Definitions:

Expert: 3. Versuch

Novice: Erste zwei Versuche

Learn: fehlerfreie Performance

Satisfaction: 1: sehr unzufrieden, 5: zufrieden  
10: sehr zufrieden

## Priority Definitions

1= Für Release benötigt

2= Wichtig, wenn nicht zu teuer oder zeitaufwendig

3= Wünschenswert, falls einfach umzusetzen

Ease-of-Learning Goals

Priority	Measure	Goal
2	N-Time	5s
1	N-Trials	3
1	N-Errors	max. 2

Priority	Measure	Goal
2	N-Time	5s
1	N-Trials	3
1	N-Errors	max. 2

Ease-of-Use Goals

Priority	Measure	Goal
2	E-Time	<= 3s
1	E-Errors	0

Priority	Measure	Goal
2	E-Time	<= 3s
1	E-Errors	0

Satisfaction Goals

Priority	Measure	Goal
3	Expert	min. 7
3	Novice	min. 7

Priority	Measure	Goal
3	Expert	min. 7
3	Novice	min. 7