

## **T6**Concurrent Session 4/8/2014

12:45 PM

## "CAN I USE THIS? A Mnemonic for Usability Testing"

Presented by:

David Greenlees Innodev Pty Ltd

Brought to you by:





David Greenlees
Innodev Pty Ltd

David Greenlees has been testing software for more than ten years, many spent in one of Australia's largest government departments. More recently David has undertaken a consultant role in multiple organizations. A vocal and valued member of the context-driven testing community, he is extremely passionate about the betterment of the software testing craft. David has published several articles and blogs regularly at <a href="Martial Tester">Martial Tester</a> and <a href="Hello Test World">Hello Test World</a>. In 2012 David founded the <a href="Australian Workshop on Software Testing">Australia's only peer conference</a>. Currently he is authoring a book on the subject of software testing and martial arts, his passion outside of work. Follow David on Twitter <a href="MartialTester">@MartialTester</a>.

## CAN I USE THIS?

A Mnemonic for Usability Testing

David Greenlees - Innodev Pty Ltd

## Who am I?

~David Greenlees~

## Australian



## snakes, spIders & insects

## Husband & father

## martIal artist



## relatively New to speaking



### testing Software for 12 years

## member of the Contextdriven testing community

# brown-belt in the miagi-do School of software testing

# Enthusiastic about the betterment of our craft

# love asking?s

## why i love Testing?



## why i love Usability?

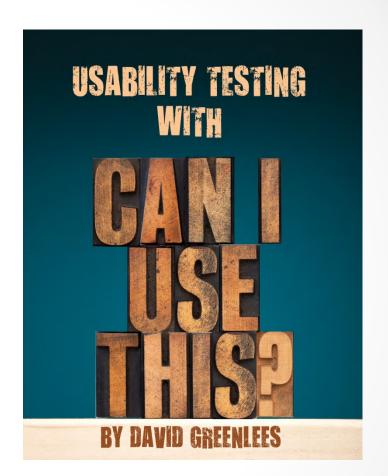






member of the Context-driven testing community Australian relatively New to speaking snakes, spIders & insects why i love Usability? testing Software for 12 years Enthusiastic about the betterment of our craft why i love Testing? Husband & father martial art Ist brown-belt in the miagi-do School of software testing love asking ?s





# Why? CAN I USE THIS?

#### Qp

#### Quality Perspectives

Home

'ansulting

Speaking

**Publications** 

Resources

Blog

Abou

Contact

#### **Testing Mnemonics**

"A mnemonic device is a mind memory and/or learning aid. Mnemonics rely on associations between easy-to-remember constructs which can be related back to the data that is to be remembered.", Wikipedia.

The following is a listing of software testing related mnemonics. If you know of a mnemonic I do not have listed, please email me ......

#### SFDIPOT (San Francisco Depot)

Test Strategy Heuristics by James Bach

Structure, Function, Data, Integrations, Platform, Operations, Time

Read More on the SFDIPOT mnemonic

#### CRUSSPIC STMPL

Quality Characteristics Heuristics by James Bach

#### Operational Criteria - CRUSSPIC

Capability, Reliability, Usability, Security, Scalability, Performance, Installability, Compatibility

#### Development Criteria - STMPL

Supportability, Testability, Maintainability, Portability, Localizability

#### CIDTESTD (Kid Tested)

Project Environment Heuristics by James Bach

Customers, Information, Developer Relations, Team, Equipment & Tools, Schedule, Test Items, Deliverables

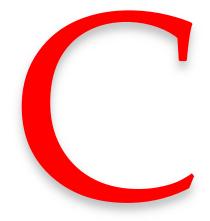
Read More on the CIDTESTD mnemonic

#### Testing Mnemonics SFDIPOT CRUSSPIC STMPL CIDTESTD DUFFSSCRA STMPL HICCUPPSF SACKED SCOWS PROOFLA MR.Q COMP GRABC R&R RIMGEA FCC CUTS VIDS MCOASTER FAILURE SLIME FIBLOTS CCD IS EARI **IVECTRAS**

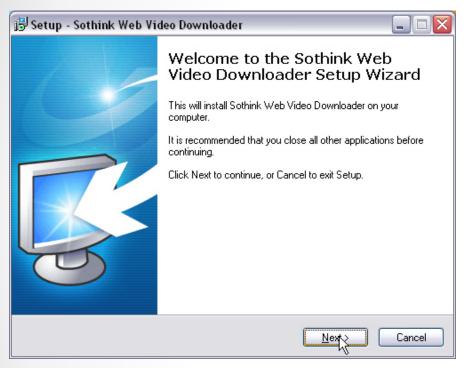
#### Lynn McKee - Quality Perspectives

## Usability Debt

OZTeser Magazine, Issue 1

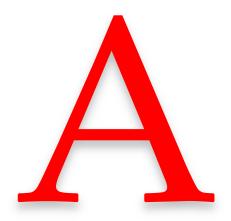


Comparable Products/Features

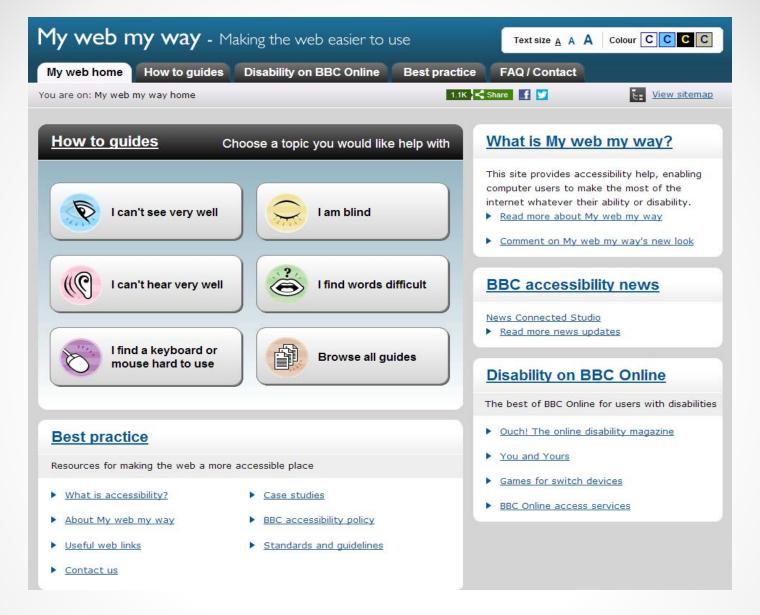




# Compatibility Context



Accessibility



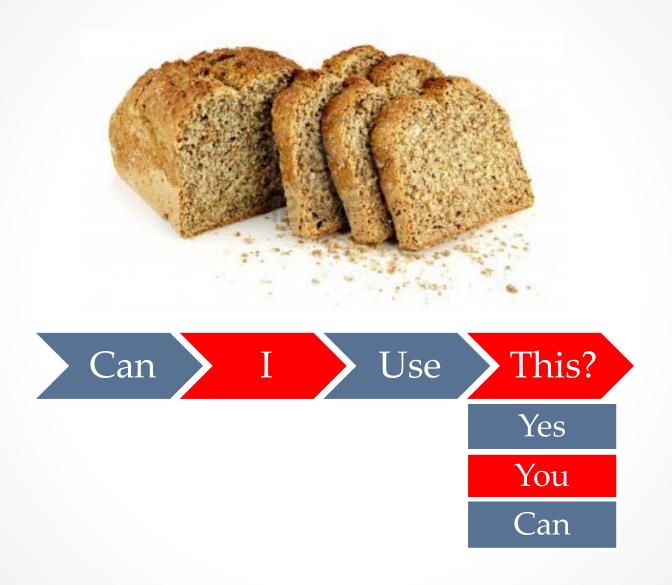
bbc.co.uk

## Accuracy



Navigation

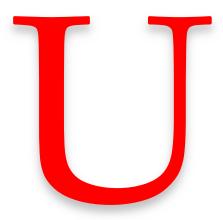




## Needs Analysis Nielsen, Jakob



Intuitive



Users

## Usability is subjective; Usability Testing not so much...





## S

**Standards** 

#### ISO 9241-151:2008

### Ergonomics of human-system interaction -- Part 151: Guidance on World Wide Web user interfaces

"ISO 9241-151:2008 provides guidance on the human-centred design of software Web user interfaces with the aim of increasing usability."

"The recommendations given in this part of ISO 9241:2008 focus on the following aspects of the design of Web user interfaces: highlevel design decisions and design strategy; content design; navigation and search; content presentation."

## Web Content Accessibility Guidelines (WCAG) 2.0

"Web Content Accessibility Guidelines (WCAG) 2.0 covers a wide range of recommendations for making Web content more accessible. Following these guidelines will make content accessible to a wider range of people with disabilities, including blindness and low vision, deafness and hearing loss, learning disabilities, cognitive limitations, limited movement, speech disabilities, photosensitivity and combinations of these. Following these guidelines will also often make your Web content more usable to users in general."



**Emotions** 

#### Reservoir of Goodwill





Steve Krug - Don't Make Me Think

#### Usability Matrix of Emotions

Online Auction Site (desktop)	Нарру	Sad	Relaxed	Angry	Excited	Nervous/Anxious	Tired	Energetic	Rushed
Bidding					✓	✓			<b>~</b>
Selling		✓							
Search				✓					
Payment	✓						✓		
Bidding	Нарру	Sad	Relaxed	Angry	Excited	Nervous/Anxious	Tired	Energetic	Rushed
Bus				✓		✓	<b>√</b>		
Café	<b>√</b>		✓			✓			
Airport		✓				✓	✓		
Walking (lunch break)						<b>~</b>			~

stickyminds.com

How the Usability Matrix of Emotions Can Benefit Your Software Testing

# Efficiency Errors Ethnographic research



#### **Trunk Test**

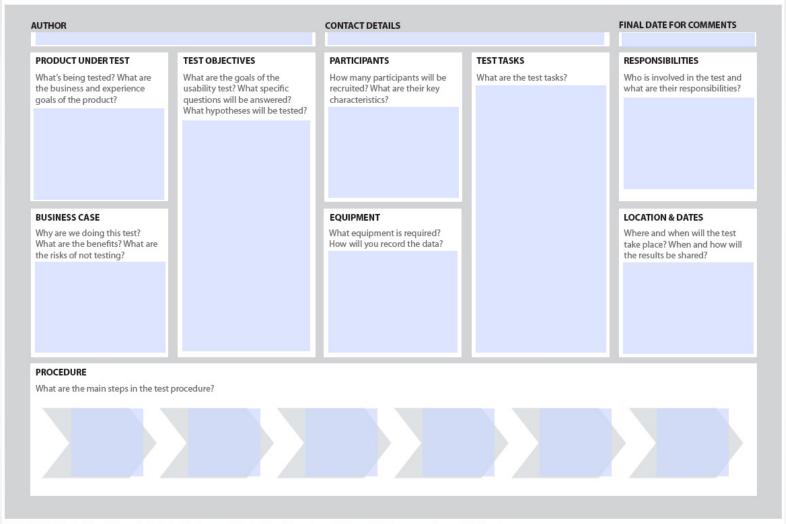
Steve Krug - Don't Make Me Think



Site ID (What site is this?)
Page Name (Where am I?)
Sections (Are the sites major sections outlined?)
Local Navigation
Where am I? (is there a "You are here?)
How can I search?

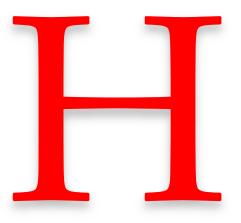
# Training Tools Travis, david

#### **USABILITY TEST PLAN DASHBOARD**



The Usability Test Plan Dashboard is licensed under the Creative Commons Attribution-Share Alike 3.0 Un-ported License. Attribution: www.userfocus.co.uk/dashboard

David Travis - Userfocus



**Heuristic Evaluation** 

#### 10 Usability Heuristics for User Interface Design

- Visibility of system status
- Match between system and the real world
- User control and freedom
- Consistency and standards
- Error prevention
- Recognition rather than recall
- Flexibility and efficiency of use
- Aesthetic and minimalist design
- Help users recognize, diagnose, and recover from errors
- Help and documentation

Jakob Nielsen - Nielsen Norman Group

### Hallway testing



Instructions & Help Text

## S

Satisfaction



Questions

#### **David Greenlees**

Principal Test Consultant – Innodev Pty Ltd



@MartialTester
martialtester.wordpress.com
@Useology
useology.com