

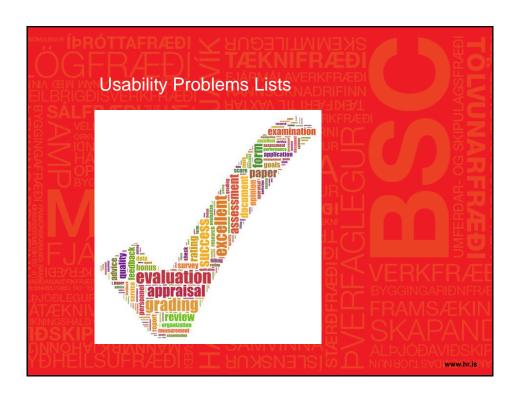
# **Summary**

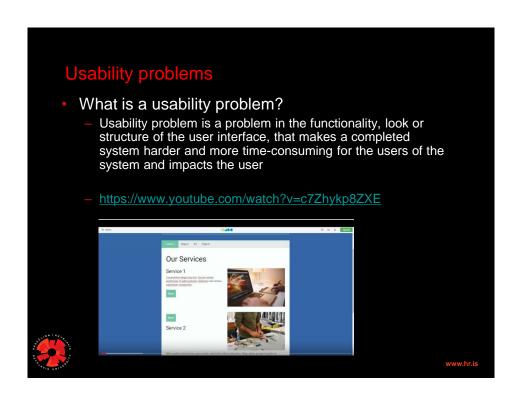
- Usability problems lists
- Heuristic evaluation
- Problem lists heuristic evaluation
- Other expert evaluation methods

Reading



Cp. 1 (25 – 32); cp. 16.2 (550 – 567)





# Severity of Usability Problems

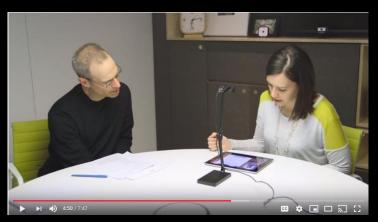
- Severity of usability problems
  - 1. Minor problems impacts the user not much
    - Stops for a short while and then continues
    - · Comments on something, but does not delay the user
  - 2. Rather serious has some impact on users
    - Delays the user more, he/she get rather irritated
  - 3. Very serious problem
    - The user can't continue has to stop solving this task
- Frequency
  - The problem is more serious, if many users experience it



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## **User Testing - Video**

https://www.youtube.com/watch?v=U9ZG19XTbd4



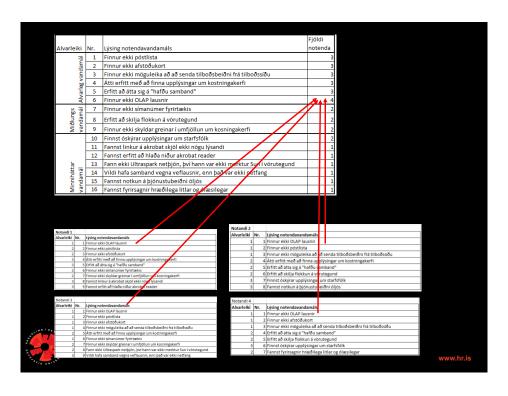


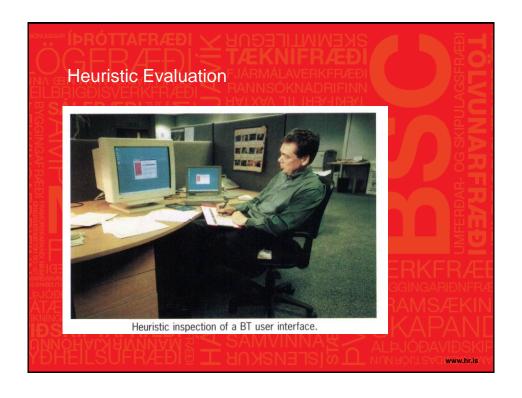
Usab	ility	problems when testing with users	
			Fjöldi
Alvarleiki	Nr.	Lýsing notendavandamáls	notenda
Ď.	1	Finnur ekki póstlista	3
vandamál	2	Finnur ekki afstöðukort	3
and	3	Finnur ekki möguleika að að senda tilboðsbeiðni frá tilboðssíðu	3
× (	4	Átti erfitt með að finna upplýsingar um kostningakerfi	3
Alvarleg	5	Erfitt að átta sig á "hafðu samband"	3
¥	6	Finnur ekki OLAP lausnir	4
gs jár	7	Finnur ekki símanúmer fyrirtækis	2
Miðlungs vandamál	8	Erfitt að skilja flokkun á vörutegund	2
Mið	9	Finnur ekki skyldar greinar í umfjöllun um kosningakerfi	2
	10	Finnst óskýrar upplýsingar um starfsfólk	2
	11	Fannst linkur á akrobat skjöl ekki nógu lýsandi	1
	12	Fannst erfitt að hlaða niður akrobat reader	1
<u>-</u>	13	Fann ekki Ultraspark netþjón, því hann var ekki merktur Sun í vörutegund	1
hátí mál	14	Vildi hafa samband vegna veflausnir, enn það var ekki netfang	1
Minniháttar vandamál	15	Fannst notkun á þjónustubeið ni óljós	1
	16	Fannst fyrirsagnir hræðilega litlar og ólæsilegar	1

List in English Table 2.3: Description of usability problems encountered by users: Severity Description Number Very serious 1. Can't find postlist 3 2. Can't find map problems 3 3. Option missing to send from offer site 4. Hard to find information on voting system 3 5. Usage of "contact us" not clear enough 3 6. No way to find info on OLAP solutions 4 Rather serious 1. Could not find appropriate phone number 2 problems 2. Product categorization not clear enough 2 3. No links for related material on voting system 2 Minor problems 1. Info on staff unclear 2 2. Links to acrobat docs not descriptive enough 1 3. Difficult to download acrobat reader 1 4. Ultraspark server not categorized under Sun category 1 5. E-mail missing in info about web solutions 1 6. Unclear info on service request 1 7. Headlines at times too small 1

Tho		st Made from Individual Lists	
HE	Ш	St Made Hotti Huividual Lists	
Notandi 1	(100)		
Alvarleiki		Lýsing notendavandamáls	
1	_	Finnur ekki OLAP lausnir	
2	_	Finnur ekki póstlista	
2	_	Finnur ekki afstöðukort	
3		Átti erfitt með að finna upplýsingar um kostningakerfi	
3		Erfitt að átta sig á "hafðu samband"	
2		Finnur ekki símanúmer fyrirtækis	
2		Finnur ekki skyldar greinar í umfjöllun um kosningakerfi	
3		Fannst linkur á akrobat skjöl ekki nógu lýsandi	
3	75	Fannst erfitt að hlaða niður akrobat reader	
Notandi 2			
Alvarleiki	Nr.	Lýsing notendavandamáls	
1	1	Finnur ekki OLAP lausnir	
1		Finnur ekki póstlista	
1	3	Finnur ekki möguleika að að senda tilboðsbeiðni frá tilboðssíðu	
2	4	Átti erfitt með að finna upplýsingar um kostningakerfi	
2	5	Erfitt að átta sig á "hafðu samband"	
2	6	Erfitt að skilja flokkun á vörutegund	
3	7	Finnst óskýrar upplýsingar um starfsfólk	
3	8	Fannst notkun á þjónustubeiðni óljós	
		-	
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	Indiv	idu	al lists	
	Notandi 3			
	Alvarleiki	Nr.	Lýsing notendavandamáls	
	1	1	Finnur ekki OLAP lausnir	
	1	2	Finnur ekki póstlista	
	1	3	Finnur ekki afstöðukort	
	1	4	Finnur ekki möguleika að að senda tilboðsbeiðni frá tilboðssíðu	
	2	5	Átti erfitt með að finna upplýsingar um kostningakerfi	
	1	6	Finnur ekki símanúmer fyrirtækis	
	2	7	Finnur ekki skyldar greinar í umfjöllun um kosningakerfi	
	2	_	Fann ekki Ultraspark netþjón, því hann var ekki merktur Sun í vörutegund	
	3	9	Vildi hafa samband vegna veflausnir, enn það var ekki netfang	
	Notandi 4			
	Alvarleiki		Lýsing notendavandamáls	
	1		Finnur ekki OLAP lausnir	
	1		Finnur ekki afstöðukort	
	1		Finnur ekki möguleika að að senda tilboðsbeiðni frá tilboðssíðu	
	2		Erfitt að átta sig á "hafðu samband"	
	2		Erfitt að skilja flokkun á vörutegund	
	3		Finnst óskýrar upplýsingar um starfsfólk	
11000	2	7	Fannst fyrirsagnir hræðilega litlar og ólæsilegar	
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## Heuristic evaluation - process

- Experts inspect the interface
  - Often 5 10 people
  - Have some interest in UI design
- Base the inspection on heuristics
  - Usually 5 10 UI principles
    - You will use the 5 key principles from Chapter 1 in the problem solving task
- The process of the inspection
  - Inspect, if the principles are followed
  - If not, there could be a problem in the interface when users use it
- Can you see any problems with the process?



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# Heuristic Evaluation - Background

- Developed in the early 1990s
- Jakob Nielsen and Rolf Molich the authors
- The suggested 10 heuristics
  - Based on heuristics distilled from an empirical analysis of 249 usability problems
- Revised for current technology by Nielsen and others for:
  - mobile devices,
  - wearables,
  - virtual worlds, etc.



Jakob Nielsen



Rolf Molich



# 2014 version of Nielsen's original heuristics

- Visibility of system status.
- Match between system and 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, recover from errors.
- Help and documentation.



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## 5 key principles from Ch. 1 used in this course

#### 1. Visibility

A control should be visible so users know it is available

#### Feedback

 Sending information back to the user about what has been done and what has been accomplished

#### Constraints

Restricting the possible actions that can be performed

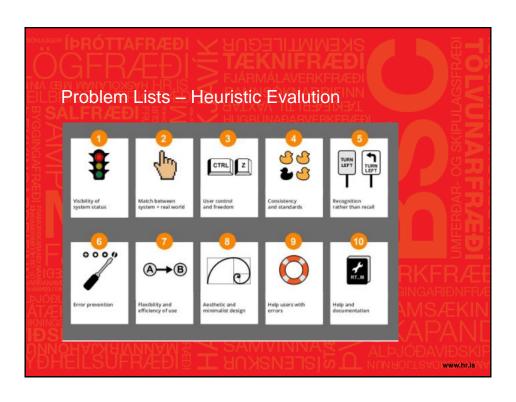
#### 4. Consistency

Designing interfaces to have similar operations and use similar elements for similar tasks

#### Affordance



Refers to an attribute of an object that allows people to know how to use it



# 

#### An Example

			Leiðbeining,	
			sem leiddi til að	Fjöldi
Alvarleiki	Nr.	Lýsing notendavandamáls	vandamál fannst	prófara
1111	1	Mun ekki finna póstlista, því sýnileiki er ekki skýr	Sýnileiki	3
- F	2	Mun ekki finna afstöðukort	Sýnileiki	3
Alvarleg vandamál	3	Mun ekki finna möguleika að að senda tilboðsbeiðni frá tilboðssíðu	Sýnileiki	3
	4	Mun eiga erfitt með að finna upplýsingar um kosningakerfi, ekki eins og fyrir	Samræmi	3
>		Notandi mun eiga í vandræðum með "hafðu samband" flipann, því það eru		
arle	5	ekki nógar upplýsingar	Endurgjöf	3
AV	6	Mun ekki finna OLAP lausnir	Sýnileiki	4
SS	7	Mun ekki finna ssímanúmer fyrirtækis	Sýnileiki	2
Miðlungs vandamál	8	Mun verða erfitt að skilja flokkun á vörutegund	Endurgjöf	2
	9	Mun ekki finna skyldar greinar í umfjöllun um kosningakerfi	Sýnileiki	2
	10	Mun finnast óskýrar upplýsingar um starfsfólk	Endurgjöf	2
ar	11	Mun finnast linkur á akrobat skjöl ekki nógu lýsandi	Samræmi	1
	12	Mun finnast erfitt að hlaða niður akrobat reader - er oft "óaðgengilegur" (grár	Takmarkanir	1
	13	Mun ekki finna Ultraspark netþjón, því hann var ekki merktur Sun í vörutegund	Sýnileiki	1
Minniháttar vandamál	14	Mun lenda í vandræðum því netfang er í ljós gráu	Sýnileiki	1
find	15	Mun finnast notkun á þjónustubeiðni óljós	Endurgjöf	1
Var	16	Fyrirsagnir hræðilega litlar og ólæsilegar	Sýnileiki	1



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# 3 stages of the process of heuristic evaluation

- 1. Briefing session to tell experts what to do
- 2. Evaluation period of 1-2 hours in which:
  - Each expert works separately;
  - Take one pass to get a feel for the product;
  - Take a second pass to focus on specific heuristic.
- 3. Debriefing session in which:
  - Experts work together to make a joint list of usability problems
  - Experts prioritize problems.



#### So First you Make Individual Lists

Prófar	i1		
		Leiðbeining,	
		sem leiddi til að	Alvar-
Nr.	Lýsing notendavandamáls	vandamál fannst	leiki
1	Mun ekki finna póstlista, því sýnileiki er ekki skýr	Sýnileiki	1
2	Mun ekki finna afstöðukort	Sýnileiki	1
3	Mun finnast erfitt að hlaða niður akrobat reader - er oft "óaðgengilegur" (grár	Takmarkanir	2
4	Mun ekki finna Ultraspark netþjón, því hann var ekki merktur Sun í vörutegund	Sýnileiki	2
5	Mun lenda í vandræðum því netfang er í ljós gráu	Sýnileiki	3
6	Mun finnast notkun á þjónustubeiðni óljós	Endurgjöf	3
7	Fyrirsagnir hræðilega litlar og ólæsilegar	Sýnileiki	3

#### When all evaluators are done:

- · Join the individual lists and make one joint list
- · Discuss the severity

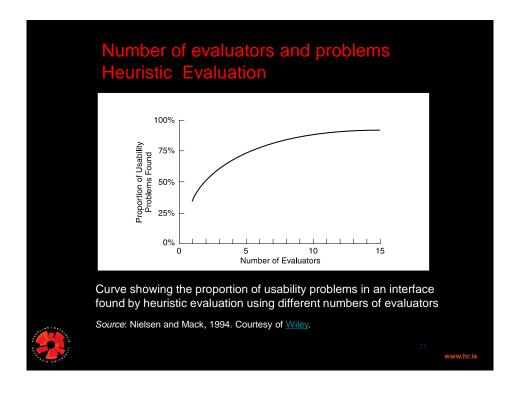


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## When you have found problems

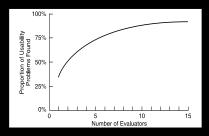
- Make sure that you are sure that you understand the problem the user WILL have
- Redesign according to the joint list
- This is co-operation
- Evaluate the changed version next time





## Number of evaluators

- Nielsen suggests
  - that on average 5 evaluators identify 75-80% of usability problems
- Cockton and Woolrych point out
  - that the number of users needed to find 75-80% of usability problems depends on the context and nature of the problems





#### Good evaluators

- Usability specialists
  - Trained to conduct evaluation
- People that know the domain
  - Know the tasks that are solved in the system
  - Could be users or users representatives
- Experienced designers
- Developers
  - That want to look at the system from the users perspective
- Others
  - Could be friends, developers, family, that want to take part in what you are doing



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# 3 stages of the process of heuristic evaluation

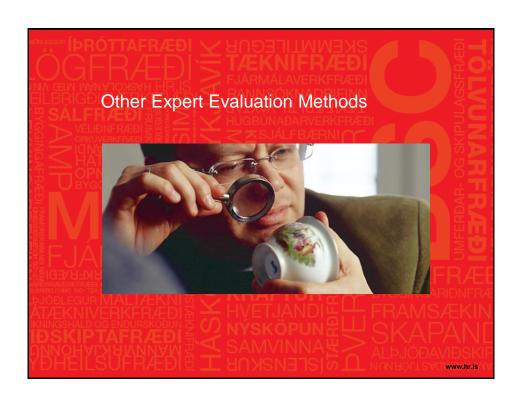
- 1. Briefing session to tell experts what to do
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- 3. Debriefing session in which:
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  - Experts prioritize problems.



## Advantages and problems

- Few ethical & practical issues to consider because users not involved
- Can be difficult & expensive to find experts
- Best experts have knowledge of application domain & users
- Biggest problems:
  - Important problems may get missed
  - Many trivial problems are often identified
  - Experts have biases





## **Expert Evaluation – Inspection Methods**

- Evaluation methods without user participation
- The process:
  - Evaluator inspects the interface
  - Registers usability problems
  - Mentions also the strengths
  - The software could be sketches
  - Often some material used
    - To guide the inspection
  - Some are formal other informal





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## **Preparation Expert Evaluation**

- 1. Decide what materials to use
  - Heuristics, standard, company rules??
  - Sometimes the companies have decided what guidelines to use
    - These should also be used for evaluation
  - Or take new set of heuristics to get new aspects
- Ask evaluators to evalute
  - First alone, then meet and gather the results
  - They have to have at least 3 4 hours
    - 1 -2 hours for evaluation in private and two hours for a meeting



# Preparation – Expert Evaluation

- Decide where to evaluate
  - Do not need a evaluation laboratory, most often informal environment
- 4. Decide how to register the data
  - Need to register:
    - Where the problem occurs in the interface
    - Description of the problem from the users perspective
    - What information was used to find the problem
    - The problem severity



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## **Expert Method - Cognitive walkthrough**

- Focus on ease of learning
- Designer presents an aspect of the design & usage scenarios
- Expert is told the assumptions about user population, context of use, task details
- One or more experts walk through the design prototype with the scenario
- Experts are guided by 3 questions



#### The 3 questions

- Will the correct action be sufficiently evident to the user?
- Will the user notice that the correct action is available?
- Will the user associate and interpret the response from the action correctly?

As the experts work through the scenario they note problems.



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#### Methods: Evaluations



Formal user testing



**Expert evaluations** 



**Prototype Interviews** 



Remote evaluation



#### Summary

- Heuristic evaluation
- Usability problems lists
- Problem lists heuristic evaluation
- Other expert evaluation methods

Reading



Cp. 1 (25 – 32); cp. 15 (500 – 511)