

Chapter 6:

Evaluation: Heuristic Evaluation

Overview

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- 3 User Interface Checklist – Example
- 4 Heuristic Evaluation



<https://xd.adobe.com/ideas/process/user-testing/how-to-heuristic-evaluation-analysis-ux-design/>

Discount Usability Engineering

Discount usability engineering is a low-cost approach with a small number of subjects. The goal is to get indications and hints, find major problems, and discover issues (minor problems) in your system.

There are two different approaches:

Abs. head

Qualitative approach

- Observe user interactions
- User explanations and opinions
- Anecdotes, transcripts, problem areas, ...

Quantitative approach

Concrete.

- Count, log and measure something of interest in user actions
- Speed, error rate, counts of activities

Inspections & Expert Review

outsider the better.

Throughout the whole development process, you should do inspections and expert reviews. For this, you typically use external experts. If they are internal to the company or even to the team, they should be involved in the project as little as possible. This prevents, that the experts think the same way as the rest of the team.

Inspections and expert reviews are good tools for finding problems. Even though you won't find as many problems as in other methods, you will find the ones that are significant and most important to address. Therefore, it is a good idea to use a structured approach.

The whole inspection and expert review process is a time intensive thing to do. Including the whole preparation and conducting the expert interview and review, it might take between hours and weeks to receive the results.

While you have the experts on board you might come up with solutions to solve the problems. You can use these ideas, but the decision on how to address the issues should always be discussed within the development team.

communicate flb. critical flb



The reviewers should be able to **communicate** the issues without hurting the team. It is really important to give **critical feedback**. That's why it's a good idea to use external experts that were not involved in the project before.

Expert Review Methods:

Guideline review/ User Interface Checklist

Check that the UI is according to a given set of guidelines/ a checklist.

UI checklist

Consistency Inspection

Bird's eye view

Check that the UI is consistent (in itself, within a set of related applications, with the OS). Often it is essential to get a different perspective. Therefore, a Bird's eye view can help (e.g. printout of a website and put it up on the wall). Consistency can be design-enforced (e.g. web: css). However, consistency is not always easy to obtain.

Walkthrough

During a walkthrough, people perform specific tasks as the user would do them. This shows the developer, whether the design is easy to use. If you need a lot of explanation during the walkthrough, there is probably some innovation potential.

Heuristic Evaluation

Check whether the UI violates a set of very important, but still reduced number of rules (usually less than 10 points).

User Interface Guideline - Example

There are resources available that provide guidelines and checklists for developers. In the user interface guideline of Gnome Developer, especially accessibility, simplicity, and user-friendliness are enforced. The guideline covers aspects of graphical elements, fonts, text, audio, colours, contrast, and many more. As this is often too much to address in an expert-guided interview, it is a good idea to choose 10 items that your team identifies as the most important ones.



User Interface Guidelines:

<https://developer.gnome.org/hig/guidelines.html>

Heuristic Evaluation → systematic inspection of UI design for usability.

Heuristic evaluation is a widely used usability inspection method. It provides a systematic inspection of a user interface design for usability. The goal of the heuristic evaluation is to find as many usability problems as possible in the design as early as possible. It should be part of an iterative design process.

judge compliance → based on heuristics.

'A small set of evaluators examine the interface and judge its compliance with recognized usability principles (the "heuristics")'

There are many suggestions on how to do a heuristic evaluation. One example are the 10 heuristic principles for user interface design by Nielsen:

1 Visibility of System Status

Designs should *keep users informed* about what is going on, through appropriate, timely feedback.



Interactive mall maps have to show people where they currently are, to help them understand where to go next.

2 Match between System and the Real World

The design should *speak the users' language*. Use words, phrases, and concepts *familiar to the user*, rather than internal jargon.



Users can quickly understand which stovetop control maps to each heating element.

5 Error Prevention

Good error messages are important, but the best designs *carefully prevent problems* from occurring in the first place.



Guard rails on curvy mountain roads prevent drivers from falling off cliffs.

8 Aesthetic and Minimalist Design

Interfaces should not contain information which is irrelevant. Every extra unit of information in an interface *competes* with the relevant units of information.



A minimalist three-legged stool is still a place to sit.

Nielsen Norman Group

Jakob's Ten Usability Heuristics

3 User Control and Freedom

Users often perform actions by mistake. They need a *clearly marked "emergency exit"* to leave the unwanted action.



Just like physical spaces, digital spaces need quick "emergency" exits too.

6 Recognition Rather Than Recall

Minimize the user's memory load by making elements, actions, and options visible. Avoid making users remember information.



People are likely to correctly answer "Is Lisbon the capital of Portugal?".

9 Recognize, Diagnose, and Recover from Errors

Error messages should be expressed in plain language (no error codes), precisely indicate the problem, and *constructively suggest a solution*.



Wrong-way signs on the road remind drivers that they are heading in the wrong direction.

4 Consistency and Standards

Users should not have to wonder whether different words, situations, or actions mean the same thing.

Follow platform conventions.



Check-in counters are usually located at the front of hotels, which meets expectations.

7 Flexibility and Efficiency of Use

Shortcuts — *hidden from novice users* — may *speed up the interaction* for the expert user.



Regular routes are listed on maps, but locals with more knowledge of the area can take shortcuts.

10 Help and Documentation

It's best if the design *doesn't need* any additional explanation. However, it may be necessary to provide documentation to help users complete their tasks.



Information kiosks at airports are easily recognizable and solve customers' problems in context and immediately.



<https://www.nngroup.com/articles/ten-usability-heuristics/>

Depending on the product and the defined goals, a different set may be appropriate.



If you want to design a kitchen clock you have a totally different set of goals than when you design a new FAU website. The goals, the settings and how you do the evaluation changes.

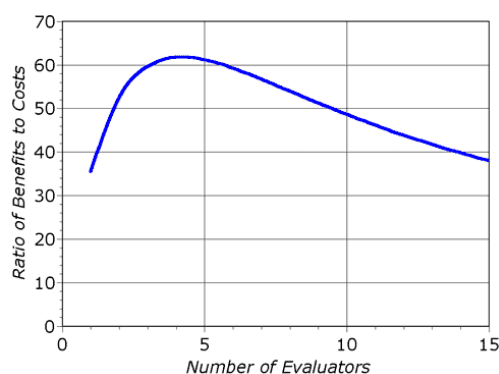


Not every heuristic evaluation is like the other.
It depends on what you want to assess!

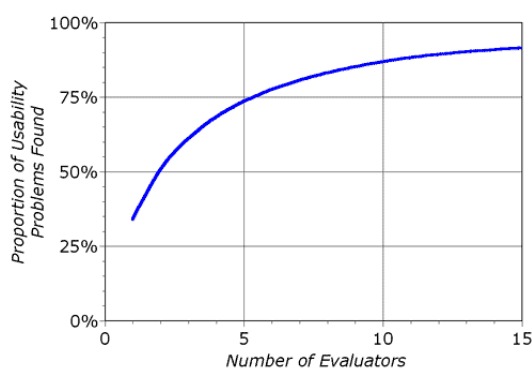
How many evaluators should you use?



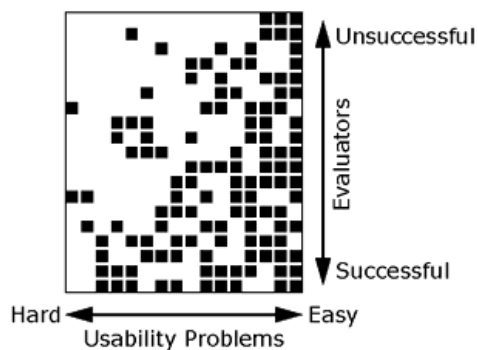
<https://www.nngroup.com/articles/how-to-conduct-a-heuristic-evaluation/>
<https://www.nngroup.com/articles/guerrilla-hci/>



In this graph, you can see the number of evaluators from 1 to 15 on the x-axis and a ratio of benefits to cost on the y-axis. The curve shows a max peak at 5 evaluators. This indicates that it would be a good idea to use 5 evaluators for this evaluation.



In this graph, you can see the proportion of usability problems that can be found on the y-axis. With 5 evaluators you would only find 75% of the usability problems. However, even with 15 evaluators, you would not find 100% of the usability problems.



The reason, why you won't find all usability problems even with lots of evaluators can be seen in this graph. Some usability problems are hard to find and have not been addressed successfully yet. The easier the usability problem is to find, the more successful the evaluators are.

trade-off



You need to find a **trade-off** between how much time and money you want to spend on the evaluation (how many evaluators you want) and **how many usability problems** you want to detect.

Steps of heuristic evaluation:

Preparation



- Assessing appropriate ways to use heuristic evaluation
- Define heuristics
- Having outside evaluation experts learn about the domain and scenario
- Finding and scheduling evaluators
- Preparing the briefing
- Preparing scenario for the evaluators
- Briefing (system expert, evaluation expert, evaluators)
- Preparing the prototype (software/hardware platform) for the evaluation

Evaluation



- Evaluation of the system by all evaluators
- Observing the evaluation sessions

Analysis

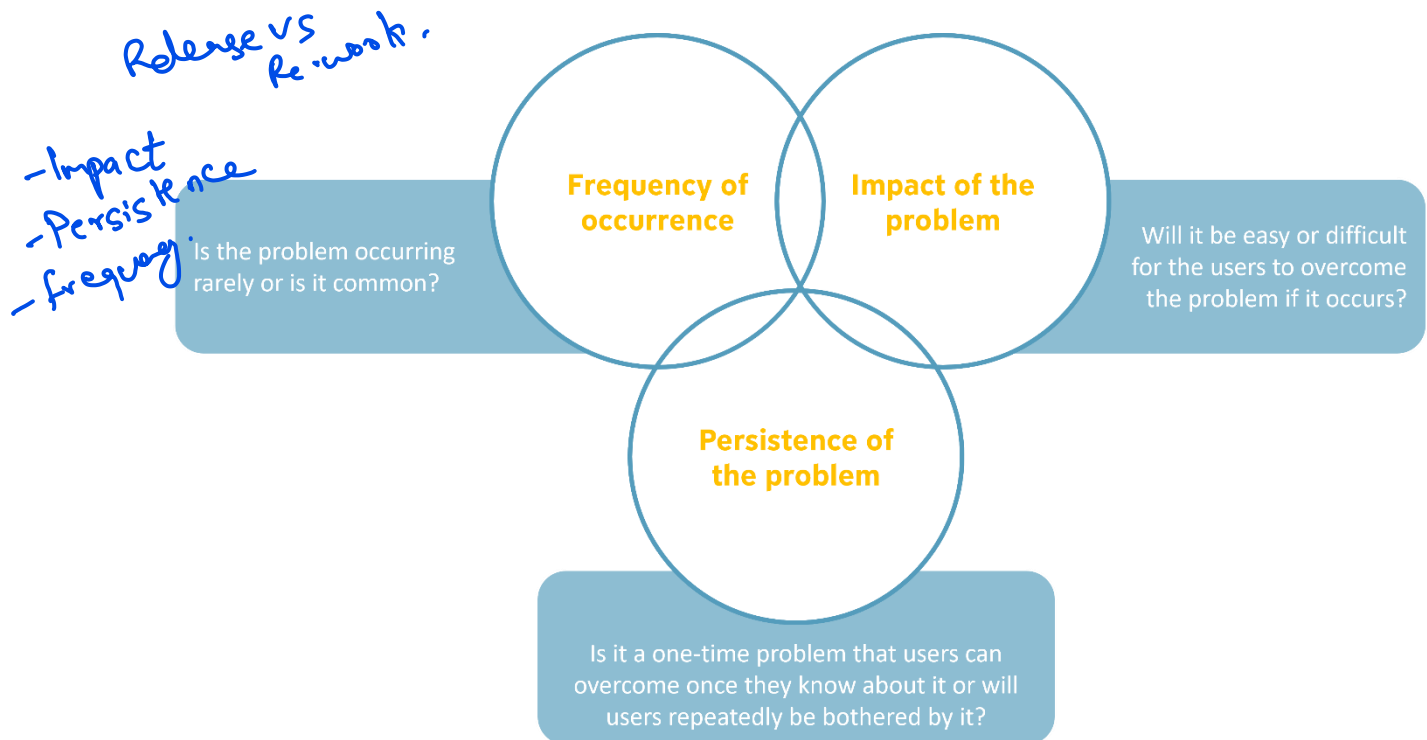


- Debriefing (evaluators, developers, evaluation experts)
- Compiling a list of usability problems (using notes from evaluation sessions)
- Writing problem descriptions for use in severity-rating questionnaire
- Severity rating

Severity rating during heuristic evaluation:

prioritize problems.

The severity rating is the heart of the whole analysis process. It is used to prioritize problems. Typically, in a usability evaluation, you generate so many issues and possible points to work on, that the team cannot answer them in the defined time. Therefore, you need to prioritize. Also, the decision on whether to release a system or to do further iterations is done in this step. The severity of a usability problem is a combination of three factors:



There are different recommendations on how to rate the severity of usability problems. One is to use a 0 to 4 rating scale:

Don't agree.

Cosmetic
Minor vs -
major user
Catastrophe.

0	I don't agree that this is a usability problem at all	<i>No need to fix till</i>
1	Cosmetic problem only: need not be fixed unless extra time is available on the project	
2	Minor usability problem: fixing this should be given low priority	<i>low priority</i>
3	Major usability problem: important to fix, so should be given high priority	<i>high priority</i> <i>important</i>
4	Usability catastrophe: imperative to fix this before product can be released	<i>imperative</i>

References

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