

HCI 3/24

Reagan Shirk

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Design D

- For the about frame, we don't need to link to pages for everything? I haven't read the assignment yet so I'm not entirely sure what he's talking about
 - Ohhhh link to web pages, don't create all new wireframes

Usability

- Before spring break, we talked about the usability of the OU website
 - Determined it was...okay. Not great
- We discussed some of the different kinds of usability
 - learnability (ease of learning)
 - efficiency (speed of performance)
 - memorability (retention over time)
 - error rate (error frequency and severity)
 - subjective satisfaction (user attitude)
- Which of the above are essential to our projects?
 - Something we need to think about, error rate is probs important though

Usability Principles

- Visibility: we want to show the right objects, properties, and processes
 - There are things that users want to see and things that are okay to be tucked away
- Predictability: have things do what they look like they should do
 - Not as simple as it seems
 - We don't want to not know what something does
 - We don't want to think we know what something does and have it do something else
- Memorability: keep things the same during and between uses
 - Minimalization gets in the way of memorability
- Simplicity: avoid extraneous features and steps
 - Hard to avoid when our interfaces are being created to do involved/intricate things
 - Cut the fat instead of the meat
- Efficiency: provide the easiest possible path to accomplish a task
 - Making one task really simple can make other tasks not so simple
 - A really indirect thing
 - We need to think about the word "intuitive" on a more specific level for each individual path
- Correctness: a function is correct if the interaction performs the function that was intended
- Generalizability: have newly met components look and behave like known components
- Familiarity: we want to design around well-known images, labels, and metaphors
 - We want people to recognize things, we want to draw upon what we've seen in the real world
- Consistency: we want to be uniform across our interface
 - We want to incorporate text, icons, colors, and layouts in the same way across the board
 - Different styles imply different uses/functionalities

- Redundancy: we want to use multiple ways of showing things so we can compensate for the uniqueness of each individual user