User Interface Design & Evaluation Assignment

Purpose

The purpose of this project is to learn the fundamentals of good UI design.

Part I

Jacob Nielsen is a leading figure in advancing system usability. Browse to Nielsen's site www.useit.com and read about usability.

Part II

1. How would you define usability?
2. How would you measure a system's usability? Suppose your development team has created a prototype of a UI for a new system. Describe how you might test and measure the usability of your UI.
3. Describe the differences between UI design in a web environment and UI design in a desktop environment. Are there good / bad deeds in UI design that would be important for a desktop system but not for a browser-based system?

   Most new systems are Intranet or Internet based, so the UI is browser-based.
   - Browse to http://www.useit.com/alertbox/991003.html and review the "10 Good Deeds in Web Site Design".
   - Browse to http://www.webpagesthatsuck.com/biggest-mistakes-in-web-design-1995-2015.html and review the "Biggest Mistakes in Web Design".

4. Usability-related IT jobs are now common. Add 3 usability jobs to your IT jobs table from Assignment 1. **Examples**: *Usability Engineer, Usability Researcher, Human Factors Analyst*
5. What is a prototype? What can be learned from building a prototype of a proposed system?
6. What is User Testing? Look online for a description of a large company's User Testing lab.
7. Describe the lab's layout & the testing process.
8. What is Heuristic Evaluation? What are its advantages & disadvantages compared with User Testing?