

Usability Engineering

Remote Blockweek

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Module != Blockweek

Module = Blockweek + Doc + Paper (Writing & Review)

Blockweek (groupwork):

- practical project work + mini theory lectures (+ documentation)
- continuous virtual presence

Overview Paper (groupwork & individual):

- writing an overview paper („individual“ groupwork)
- reviewing „program committee style“(„individual“ groupwork)
- self organised group work + individual work + consulting

Grading:

- 40% blockweek (presentation & documentation)
- 60% paper (writing, reviews, presentation)

Timetable Blockweek

10:00	10:00 Welcome and Organisation	10:00 Onboarding and Minilecture	10:00 Onboarding and Minilecture	10:00 Onboarding and Minilecture	10:00 Onboarding and Minilecture
11:00	11:00 Groupwork	11:00 Groupwork	11:00 Groupwork	11:00 Groupwork	11:00 Last preparations
12:00					
13:00					
14:00	14:00 MiniLecture	14:00 MiniLecture	14:00 MiniLecture	14:00 MiniLecture	14:00 Group presentations
15:00	15:00 Groupwork	15:00 Groupwork	15:00 Groupwork	15:00 Groupwork	
16:00					
	16:30 Closing Session	16:30 Closing Session	16:30 Closing Session	16:30 Closing Session	
17:00					

Groupwork on a practical Usability Engineering topic

Prototyping & testing of an app or an application

Prepared ideas + your own choice

Overall structure:

Prep: user, context (A), requirements(B)

Design: (C)

Test: (D) Screensharing, Thinking aloud

2. Iteration

Case 1: „DEE – Notification & News System“

Case 2: „DEE – Preference Wizard“

Case 3: „DEE – Student Journey Planner“

Generic Case 4: „New Product“

Based on the user centered design

Step A "Context of use":

- User (Persona or target group description)
- Context (User Stories, Szenarios or Use Cases)

Step B "Requirements & Detailed Use Cases":

- Detailed use cases => test scenarios
- List of most important functional and non-functional requirements

Step C "Design":

- digital paper-prototype(case 1, 2, 4), allowing to test your most important contexts(see Step A)

Step D "Evaluation": - Test Protocol

Monday:

- A complete + start with B

Tuesday morning:

- B complete

Tuesday afternoon:

- Start with C

Wednesday:

- C complete and first pretest

Thursday:

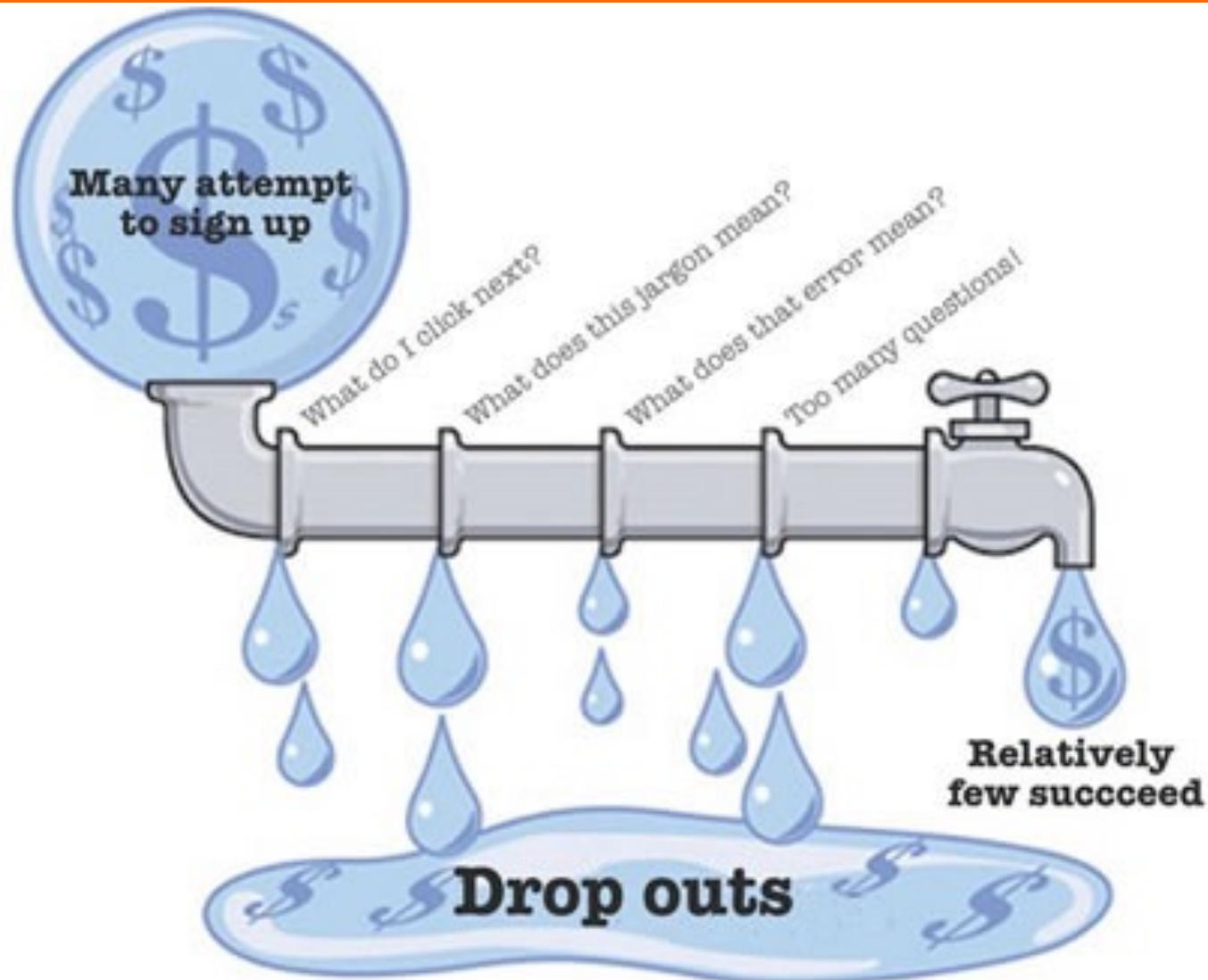
- D complete: tests (and support methods, like interviews, etc.)

Friday morning:

- checking results and preparing presentations

From the users point of view





Source: <http://www.90percentofeverything.com/2006/11/13/bad-usability-is-like-a-leaky-pipe/>



Standards? Why?



EN ISO 9241, e.g.

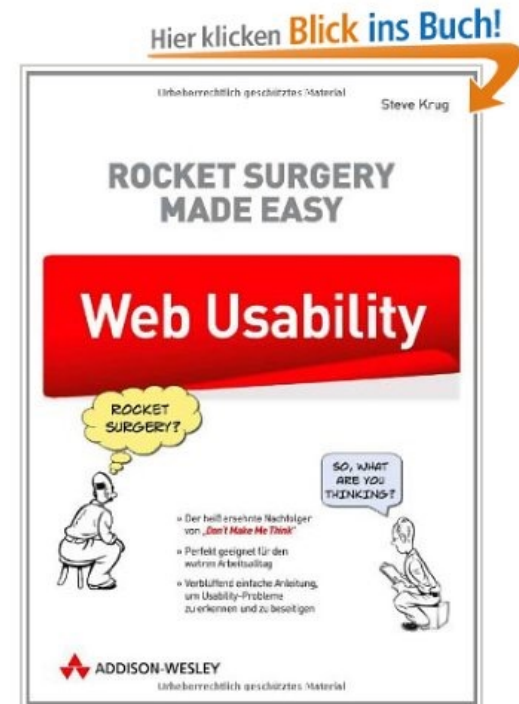
- Part 11, Usability Statements
- Part 210, User Centered Design Process

Guidelines, e.g.

- Discount Usability, Nielsen
- 8 Golden Rules, Shneiderman
- Etc.

Literature, e.g.

- Academic background: Nielsen, et al.
- <http://www.webdesign-und-usability.de>
- <http://www.art-of-web-usability.de>
- <http://www.bestviewed.de>
- <http://www.useit.com>
- <http://www.webpagesthatsuck.com>



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