

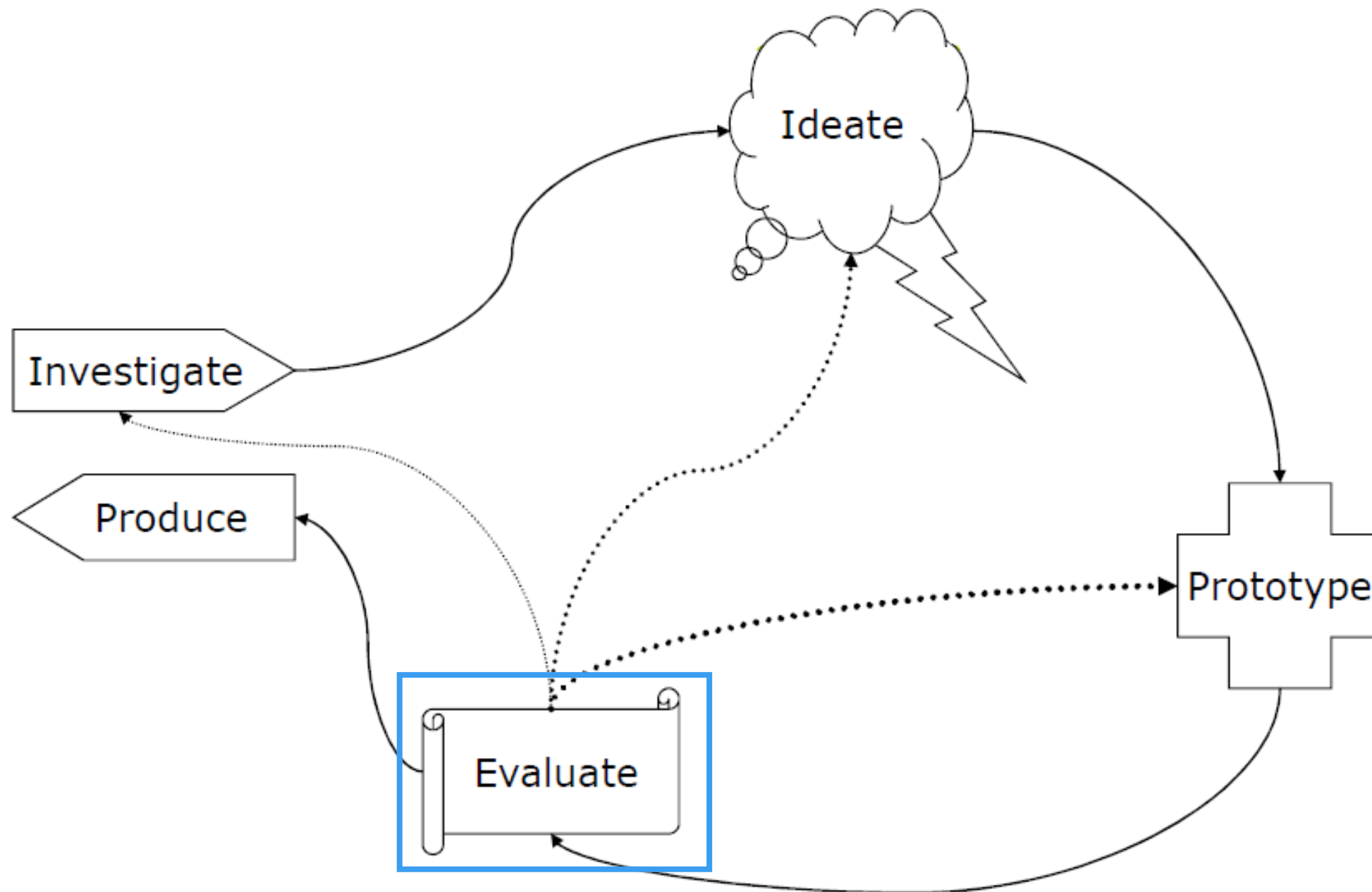
Human-Computer Interaction

CPSC 481 - Winter 2019

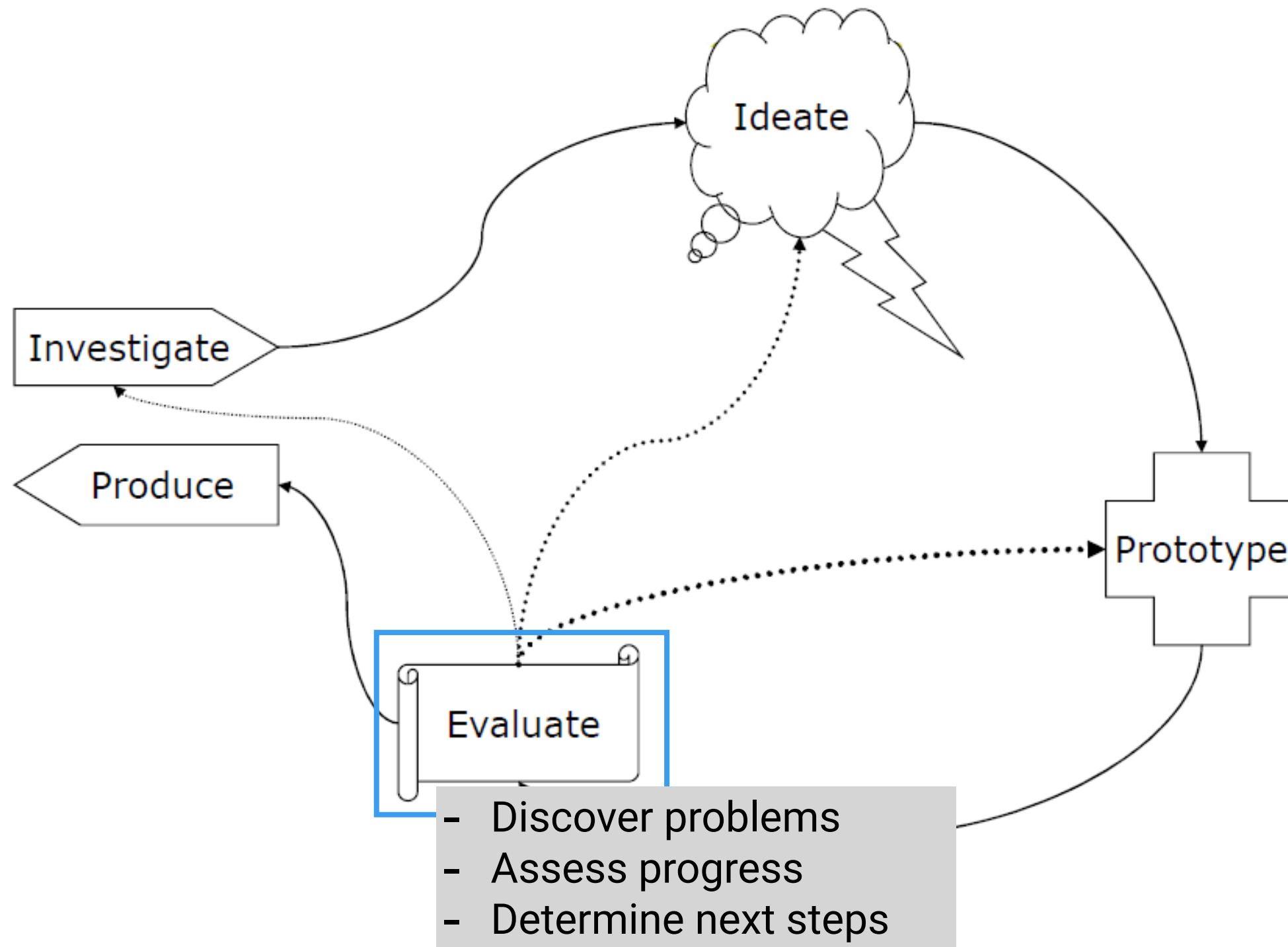
Usability Evaluation

With acknowledgements to Tony Tang

Evaluate



Evaluate



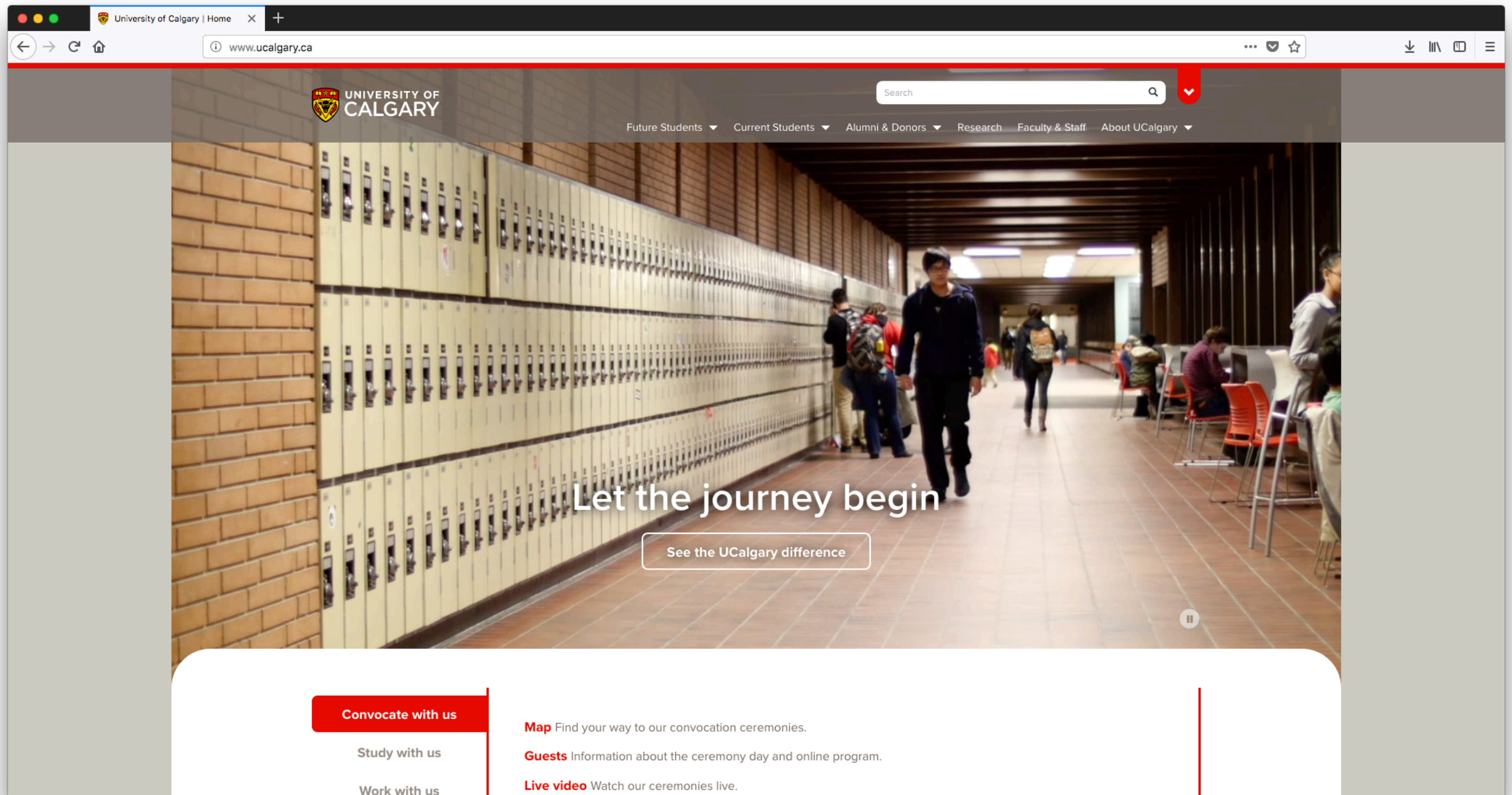
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- Evaluation gives you a way to move forward
 - What needs to be fixed, added, removed?

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- Evaluation gives you a way to move forward
 - What needs to be fixed, added, removed?
- Answers to two questions:
 - Did we build the right thing?
 - Did we build the thing right?



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Standard compliance	Does the interface follow the company's (university, platform...) visual identity?
Interface and interaction problems	Can the user use the system? What part of the interface or interactive flow makes him unsatisfied?

Which evaluation method to choose?

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- Time

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- **Usability Test**

- **Field Deployment**

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 - Heuristic Evaluation
 - Guideline Review
 - Idea: a principled “by myself” walkthrough of an interface
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- **Field Deployment**
 - Give a prototype to users in the field, and watch their usage/ask for feedback

Within an organizational context

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- **Test with users**

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- **Test with users**
 - See whether it actually works with real people
 - Looking for the problems that people encounter
 - In organizations with poor design culture: part of “quality assurance” (aka “testing”)

