

What is Usability? Scope of usability Attributes of usability Usability slogans Value of usability

Scope of Usability Scope of Usability Social Societability Usability Disefulness Usability Easy to learn Easy to learn Elficient to use Easy to remember Subjectively plessing "Usability applies to all aspects of a system with which a human might interact." Nielsen

Total User Experience • Everything a user sees and touches • Ads / marketing / brand image / web site • How can the user find it / buy it • Price / terms and conditions • Packaging / out of the box experience • Installation and registration

Total User Experience (continued) Setup / configuration Documentation / online tutorial 3rd Party books Graphical user interface Command interface Application programming interface

Total User Experience (continued) • Input / output formats • Integration / compatibility with other tools • Error messages • Technical support / online FAQs • Product updates / fixes • Education / conferences

Attributes of Usability

- Easy to learn
- Easy to be productive
- Easy to remember
- · Easy to recover from errors
- Satisfaction

Usability slogans

- Your best guess is not good enough
- The user is always right
- The user is not always right
- Users are not designers
- Designers are not users

Usability slogans (continued)

- Vice Presidents are not users
- Less is more
- Details matter
- Help doesn't
- Usability engineering is a process

Value of Usability

- Validate the business case
- Ensure a positive first experience
- Usability as a competitive edge
- Reduce customer education costs
- Avoid cost of redesign late in the cycle
- Reduce support costs
- Make the world a happier place

Total User Experience - Class Exercise

- Compare and contrast the Total User Experience of HotMail and Microsoft Outlook
- What are the first things a user sees / touches?
- List all elements of the Total User Experience
- What are the differences and how would the differences affect usability?

What's Important

- Usability is an important aspect of everything a user sees and touches in the system
- The total user experience is designed by a multi-disciplinary team