Let's Talk About Usability

Beth Tucker Long
@e3betht

Who am 13

Beth Tucker Long

PHP Developer

■Stay-at-home mom

User group leader

Mentor & Apprentice

e3betht



Audience Participation?

■Yes, there will be. So, when I ask the audience a question, don't be shy about answering.

Why is Usability important?

What is Usability?

What is Usability?

According to Wikipedia:

Usability is the ease of use and learnability of a human-made object.

According to Beth:

Usability means structuring things so you don't leave your users angry, frustrated, and complaining about you on Facebook or Twitter.

Getting Started

Getting Started

- Who are your users?
- What do you want them to do on your site?
- What do they want to do on your site?
- How tech-savvy are your users?
- Where will your users go if your site isn't working for them?

Getting Started

Jakob Nielsen's Five Quality Components of Usability:

- 1. Learnability: How easy is it for users to accomplish basic tasks the first time they encounter the design?
- 2. Efficiency: Once users have learned the design, how quickly can they perform tasks?
- **3. Memorability**: When users return to the design after a period of not using it, how easily can they reestablish proficiency?
- **4. Errors**: How many errors do users make, how severe are these errors, and how easily can they recover from the errors?
- 5. Satisfaction: How pleasant is it to use the design?

- Know your user, and you are not that user.
- Don't overwhelm the user.
- Consistency, consistency, consistency.
- Minimize the need for a mighty memory.

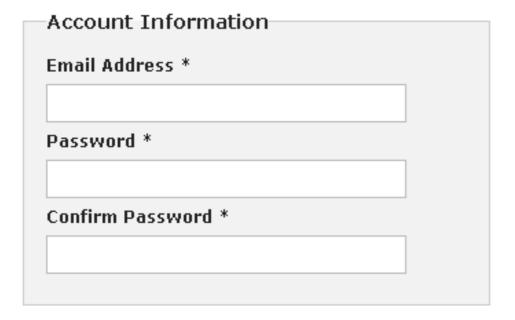
Accoun	t Informa	ition	
Email Ad	dress *		
Passwor	d *		
Confirm	Password *	k	_

First Name *	Last Name *
Address Line 1 *	Address Line 2
City *	State *
	Select a state
Zip *	Country *
	United States



First Name *	Last Name *	
Beth	Tucker Long	
Address Line 1 *	Address Line 2	
123 Street Boulevard		
City *	State *	
That Place	That State	-
Zip *	Country *	
12345	United States	~

Your passwords do not match. Please try again.



First Name *	Last Name *
Address Line 1 *	Address Line 2
City *	State *
	Select a state ▼
Zip *	Country *
	United States

Typing Practice

Don't delete good data. If it's good, keep it. Don't make the users do any more work than is necessary.



First Name *	Last Name *	
Beth	Tucker Long	
Address Line 1 *	Address Line 2	
123 Street Boulevard		
City *	State *	
That Place	Select a State	•
Zip *	Country *	
12345	United States	▼

Missing required field.

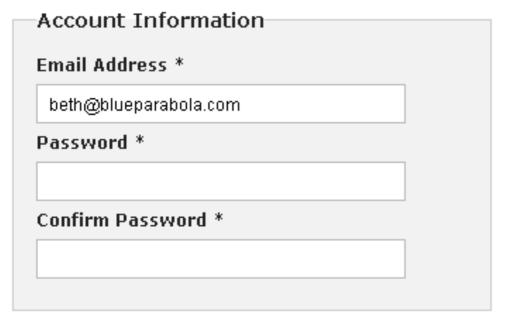


First Name *	Last Name *
Beth	Tucker Long
Address Line 1 *	Address Line 2
123 Street Boulevard	
City *	State *
That Place	Select a State ▼
Zip *	Country *
12345	United States

The Sneak Attack

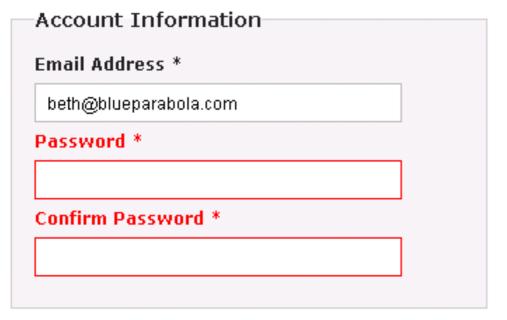
Error messages should be very clear to the user and tell the user everything they need to do to fix the problem.

Please choose a state. For security reasons, please reenter your passwords.



First Name *	Last Name *
Beth	Tucker Long
Address Line 1 *	Address Line 2
123 Street Boulevard	
City *	State *
That Place	Select a State ▼
Zip *	Country *
12345	United States

Please choose a state. For security reasons, please reenter your passwords.



First Name *	Last Name *	
Beth	Tucker Long	
Address Line 1 *	Address Line 2	
123 Street Boulevard		
City *	State *	
That Place		•
Zip *	Country *	
12345	United States	▼

Be Forgiving and Empowering

- Everyone makes mistakes, so every mistake should be fixable.
- The user should control the system. The system should not control the user. The user is the boss and the system should show it.
- User should be able to do what they want.
- Alert users to an error before things get worse.
- Strive to empower the user, not speed up the system.

Account Information	
Email Address *	
Password *	
Confirm Password *	

First Name *	Last Name *	
Address Line 1 *	Address Line 2	
City *	State *	
	Select a State	▼
Zip *	Country *	
		▼

Sign Me Up

Clear Form

Please choose a State



First Name *	Last Name *	
Beth	Tucker Long	
Address Line 1 *	Address Line 2	
123 Street Boulevard		
City *	State *	
That Place	Select a State	~
Zip *	Country *	
12345	United States	▼

Clear Form

Button Roulette

Keep things consistent. Users click without reading. Users don't want to have to read before clicking.

Account Information	
Email Address *	
Password *	
Confirm Password *	

First Name *	Last Name *	
Address Line 1 *	Address Line 2	
City *	State *	
	Select a State	▼]
Zip *	Country *	
		-

Clear Form

Email Address *	
Password *	
Confirm Password *	

First Name *	Last Name *	
Address Line 1 *	Address Line 2	
City *	State *	
	Select a State	T
Zip *	Country *	
		~



Sign Me Up ->

Resources:

- A Day in the Life of an Astronaut
- Biography of Neil Armstrong
- Early photos of astronaut training
- Buzz Aldrin, in his own words

Great Expectations

The user should always know what is happening. Surprising things can be scary.

Resources:

- A Day in the Life of an Astronaut
- Buy the Biography of Neil Armstrong on Amazon
- Early photos of astronaut training (slideshow)
- Buzz Aldrin, in his own words (PDF)

Welcome, Friend

Create an Account

This site is an awesome place to do things and buy stuff and you should visit it every day. This site is an awesome place to do things and buy stuff and you should visit it every day. This site is an awesome place to do things and buy stuff and you should visit it every day.

We have an awesome catalog of great products

Sign Up Today

Have you checked out our newsletter?

Sign Up Today

Learn more about how awesome our **great products** are!

Check Them Out

Browse our awesome catalog of great products

Check Them Out

Cliff Notes

Users should always be able to find out what to do next just by skimming the page.

Welcome

Create an Account

This site is an awesome place to do things and buy stuff and you should visit it every day. This site is an awesome place to do things and buy stuff and you should visit it every day. This site is an awesome place to do things and buy stuff and you should visit it every day.

Learn More About Our Products

We have an awesome selection of products. They are just the greatest in the whole world. We have an awesome selection of products. They are just the greatest in the whole world. We have an awesome selection of products. They are just the greatest in the whole world.

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If you would like more information, we offer a weekly **newsletter** as well as a printed **catalog of our products**. Both are free of charge.

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Welcome to our site! It looks like you don't have an account yet, be sure to create an account for an account to receive the maximum benefits from our site. Also, you can sign up for our great newsletter as well. While you are here, you can read product reviews as well as browse our products that we have available for purchase.

Welcome to **our site**! It looks like you don't have an account yet, be sure to **sign up** for an account to receive the maximum benefits from our site. Also, we have a great newsletter that you can **sign up** for as well. We have some great reviews of our products on **this site**, and you can **click here** to view the **products** we have available for purchase.

Unicorn Puke

Just Don't.

Things that look the same should act the same. Things that look different should act differently.

Common Problems

Pizza Size:

012"

018"

024"

Pizza Crust:

oJoe's Specialty

oThe Original

oThe New Original

Common Problems

Lost in Translation

The information for the decision must be there when the decision is needed.

Make sure you are using the language of your users.

Common Problems

Pizza Size:

o12" (feeds 1-2)

o 18" (feeds 2-3)

o24" (feeds 3-4)

Pizza Crust:

oJoe's Specialty

Hand-tossed with cheese baked into the crust.

oThe Original

Traditional thin crust.

oThe New Original

Our traditional thin crust, now with special seasoning baked in.

Testing

Testing

How to test:

- Create Personas
- Create a script/list of the most common procedures or tasks on your site
- Identify success criteria
- Sit down with users individually and give them one task at a time

Testing

Design in stage:

- Create your design
- Test it on users
- Improve your design
- Test it on users
- Improve your design
- Test it on users
- And so on...

Above all else...

Above all else...

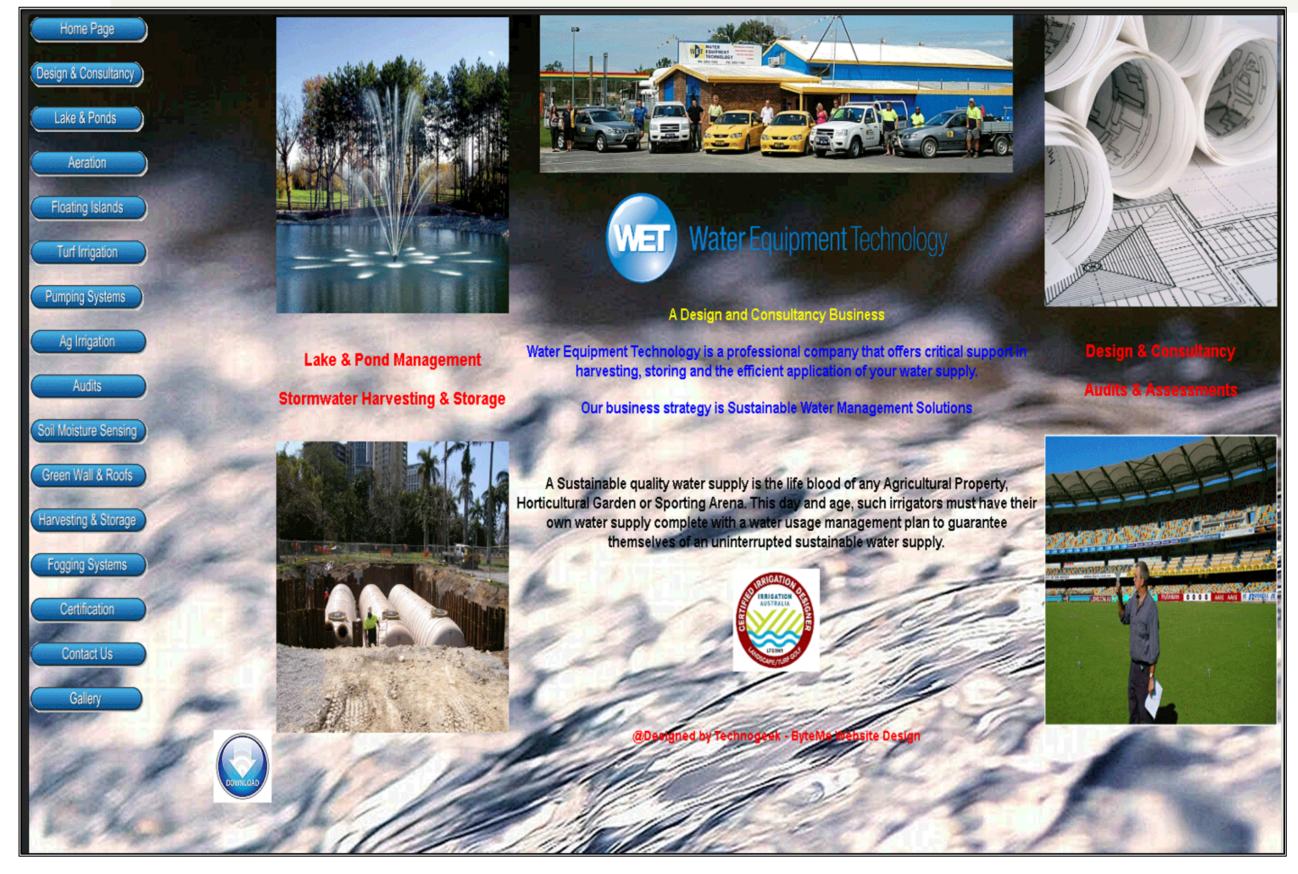
The more often your user has to do something, the easier it should be to do.

Don't waste clicks, keystrokes, and time.

Brace Yourself



http://www.waterequipment.com.au



http://www.waterequipment.com.au

The Ohio Academy of Science

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The Academy TODAY

Registration deadline extended: Tuesday, September 25, 2012



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Entrepreneurial Engagement Ohio and The Ohio Academy of Science Invite You to Attend The

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> Let us not forget ... Neil Armstrong 1930-2012



If at first you don't succeed...

vou may walk on the moon someday!

Read about Astronaut Armstrong's Experience in the late 1940s at a District Science Day at Bowling Green State University.









Important **PUBLICATIONS**



ACTIVITIES

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State Science Day

Science Day Standards



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Local Science Day Certificates

Templates for Judging Cards

Science Day Guide online



Science Fair 101

Have you visited the KnowledgeBank?



The Ohio Journal of Science.

Environmental Science Scholarships

Dates

2013 Annual Meeting April 6, 2013 University of Call for Papers deadline Nov, 5, 2012

February 1, 2013 Ohio Patent Award

March 2013 District Science Days at 15 locations

May 11, 2013 State Science Day at The Ohio State University

October 1, 2012 and May 1, 2013 Postmarked Deadline for Environmental Science Scholarship Applications

June 20, 2012 Postmarked deadline for Governor's Thomas Edison Awards for Excellence

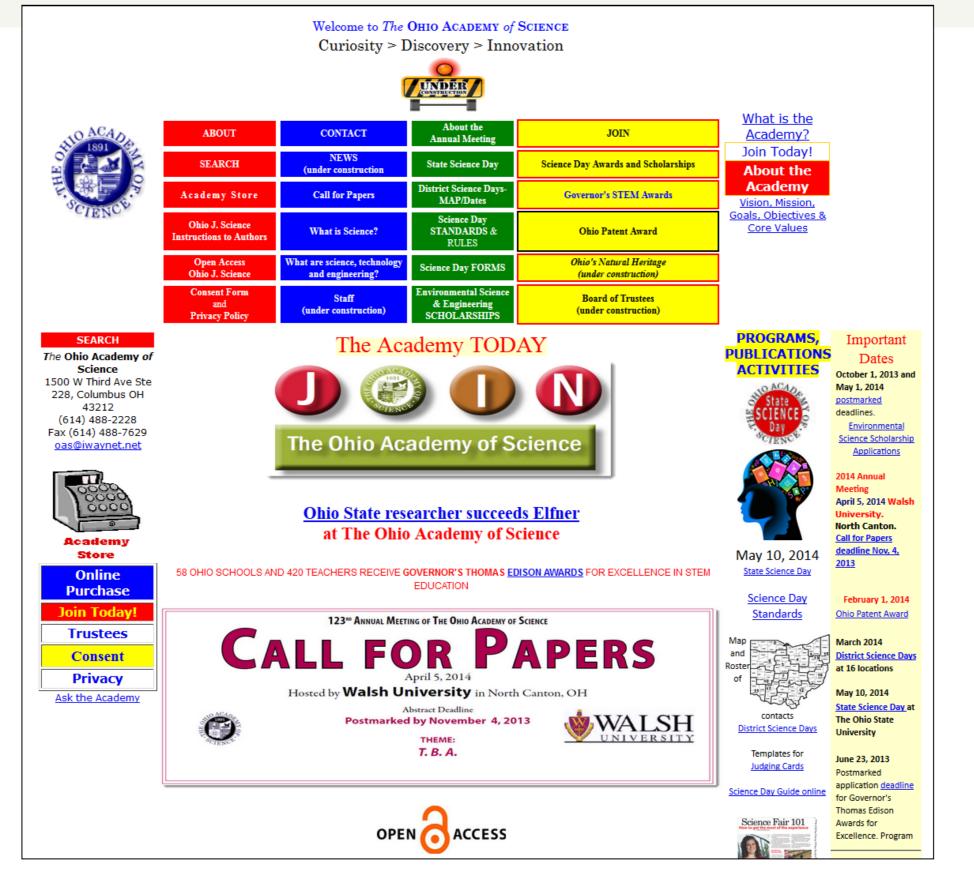
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Our 2015 Annual Meeting will be held on April 11th, 2015 at Capital University. As the agenda is set, and Call for Papers is posted, information will be available here.







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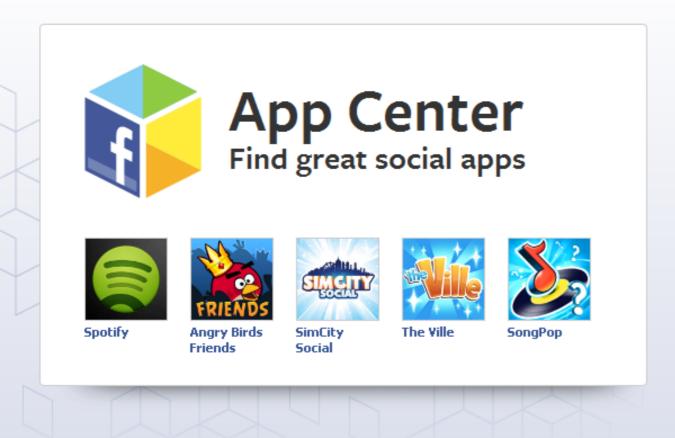


The Ohio Academy of Science was founded in 1891 to promote science and science education in Ohio. The Academy conducts numerous pre-college student-programs to encourage STEM education and to provide a venue where student-scientists can interact with other students and scientists from across Ohio. In addition, OAS hosts an Annual Meeting and publishes a scientific journal *The Ohio Journal of Science* that focuses on the science being done in Ohio, as well as the science that is directly impacting Ohio.

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Keep me logged in	Forgot your password?				



First Name:	
Last Name:	
Your Email:	
Re-enter Email:	
New Password:	
I am:	Select Sex:
Birthday:	Month: Day: Year:
	Why do I need to provide my birthday?
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Create Ad	Create Page	Developers	Careers	Privacy	Cookies	Terms	Help		

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A Google approach to email.

Gmail is built on the idea that email can be more intuitive, efficient, and useful. And maybe even fun. After all, Gmail has:



Lots of space

Over 10293.662278 megabytes (and counting) of free storage.



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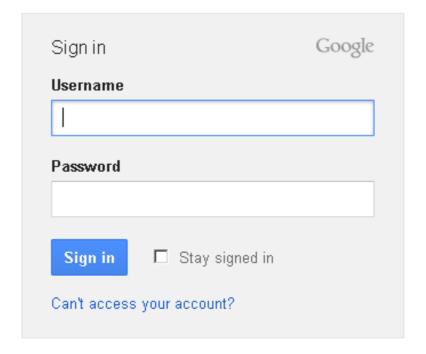
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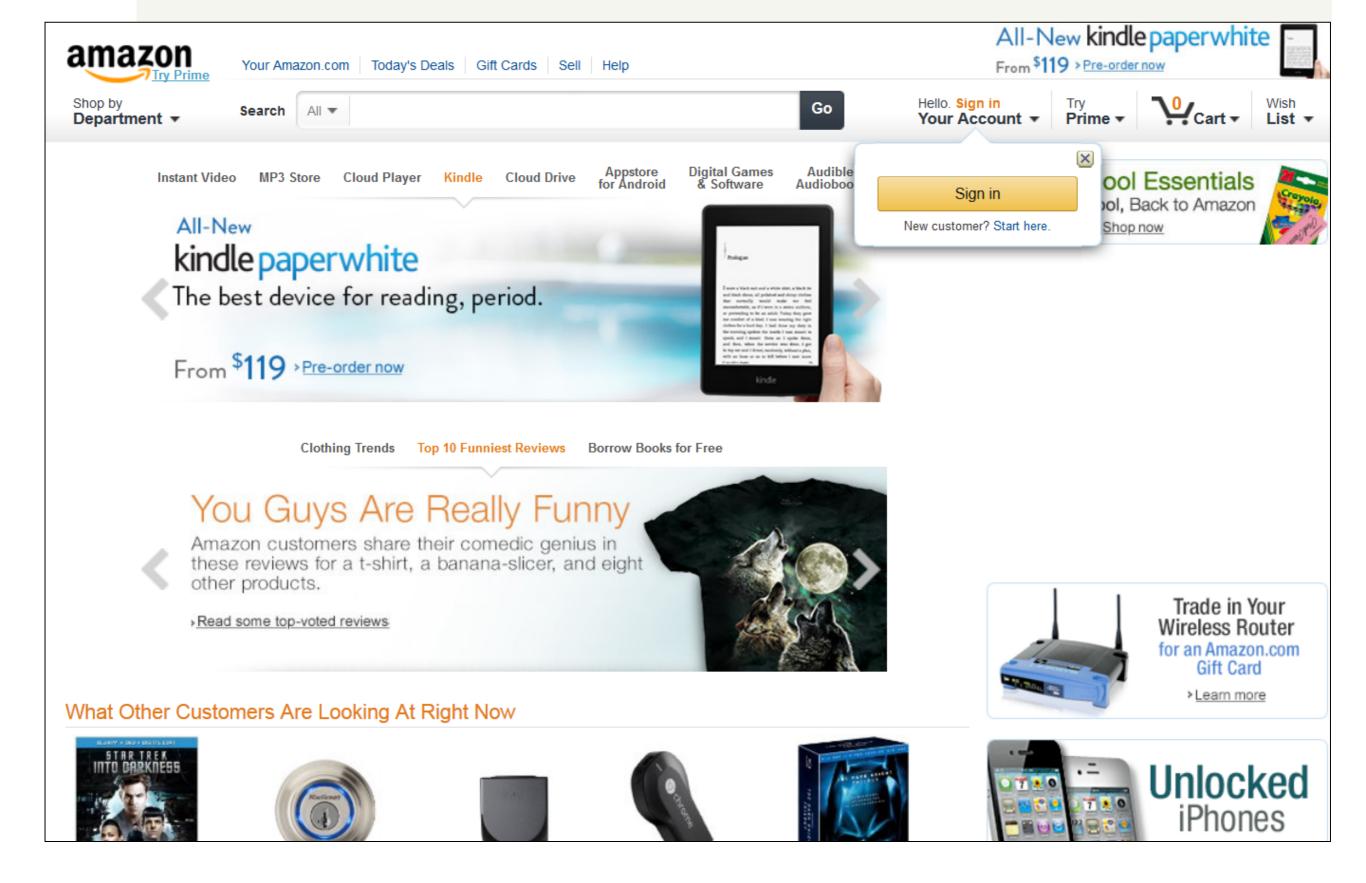
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English (United States)



http://www.amazon.com

Recap

- Typing Practice Don't delete good information
- Sneak Attack Be clear on what is missing
- Button Roulette Keep buttons consistent
- Too Many Cooks Make the path obvious
- Cliff Notes Make the content scannable
- Unicorn Puke Pick a color and stick with it
- Great Expectations Same cause, consistent effect
- Lost in Translation Use the user's language

Read This Later

Lund, A. M. (1997). Expert ratings of usability maxims. Ergonomics in Design, 5(3), 15-20. A study of the heuristics design experts consider important for good design.

When evaluating the design and usability of a website, consider the following:

- 1. Know the user, and You are not the user.
- 2. Things that look the same should act the same.
- 3. The information for the decision must be there when the decision is needed.
- 4. Error messages should actually mean something to the user and tell the user how to fix the problem.
- 5. Every action should have a reaction.
- 6. Everyone makes mistakes, so every mistake should be fixable.
- 7. Don't overwhelm the user.
- 8. Consistency, consistency, consistency.
- 9. Minimize the need for a mighty memory.
- 10. Keep it simple.
- 11. The user should always know what is happening.
- 12. The more you do something, the easier it should be to do.
- 13. The user should control the system. The system should not control the user. The user is the boss and the system should show it.
- 14. Eliminate unnecessary decisions and illuminate the rest.
- 15. The best journey has the fewest steps. Shorten the distance between the user and the goal.
- 16. User should be able to do what they want.
- 17. Alert users to an error before things get worse.
- 18. Users should always know how to find out what to do next.
- 19. Strive to empower the user, not speed up the system.
- 20. Things that look different should act different.
- 21. These are presented in a descending order determined by their mean rating of importance.

Resources

Usability First - http://www.usabilityfirst.com/

- Usability Toolkit http://www.stcsig.org/usability/resources/ toolkit/toolkit.html
- http://www.usability.gov/
- Jakob Nielsen http://www.nngroup.com/articles/

Books

- "Don't Make Me Think" by Steve Krug
- "Rocket Surgery Made Easy" by Steve Krug

Thank You

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