

Design & Prototypage

James Eagan

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Ce cours a été développé en partie par des membres des départements IHM de Georgia Tech et Télécom ParisTech. La liste de contributeurs inclut Gregory Abowd, Al Badre, James Eagan, Jim Foley, Elizabeth Mynatt, Jeff Pierce, Colin Potts, Chris Shaw, John Stasko, et Bruce Walker. Ces matériaux peuvent être utilisés avec attribution pour des buts non-lucratifs.

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Add/Update Shipping Information

We found an error while verifying your
shipping address.

We've marked the problem in red for you.

Update the address book of

Required information is marked in GREEN CAPS.

[HELP](#) for questions about shipping.

NICKNAME:

MYSELF

Please assign a "nickname" for the person you're shipping to.
You may change or delete this information at any time.

FIRST NAME:

DOUGLAS

MIDDLE INITIAL:

LAST NAME:

ADDRESS:

245 SAN JOSE RD

(International use only)

CITY:

LOS GATOS

STATE/PROVINCE:

California

Includes APO and FPO. Use "Other" if country is not USA or Canada.

ZIP/POSTAL
CODE:

95333

COUNTRY:

Select a country

SHIPPING
METHOD:

In the U.S.: [HELP](#)

Standard UPS

(2 business days plus

International: [HELP](#)

Canada Post

(4-10 business days)

Usability Principles

- Many different kinds
 - No cookbooks, checklists, magic recipes
 - Shneiderman, *Designing the User Interface*
 - Dix, Finlay, Abowd, Beale, *Human-Computer Interaction*

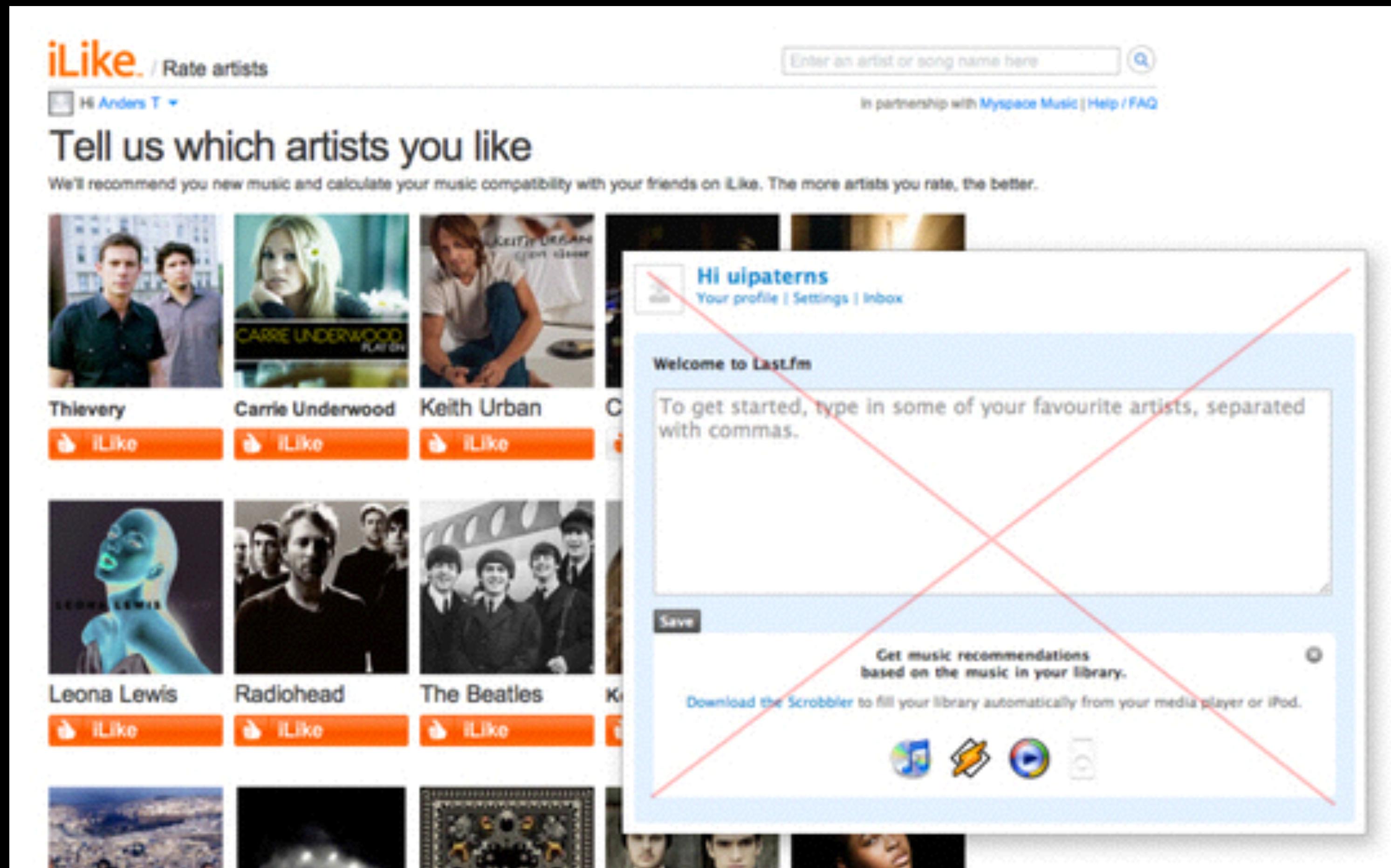
Usability Principles

- Learnability
 - Support for learning for users of all levels
- Flexibility
 - Multiple ways for performing tasks
- Robustness
 - Support recovery

Learnability

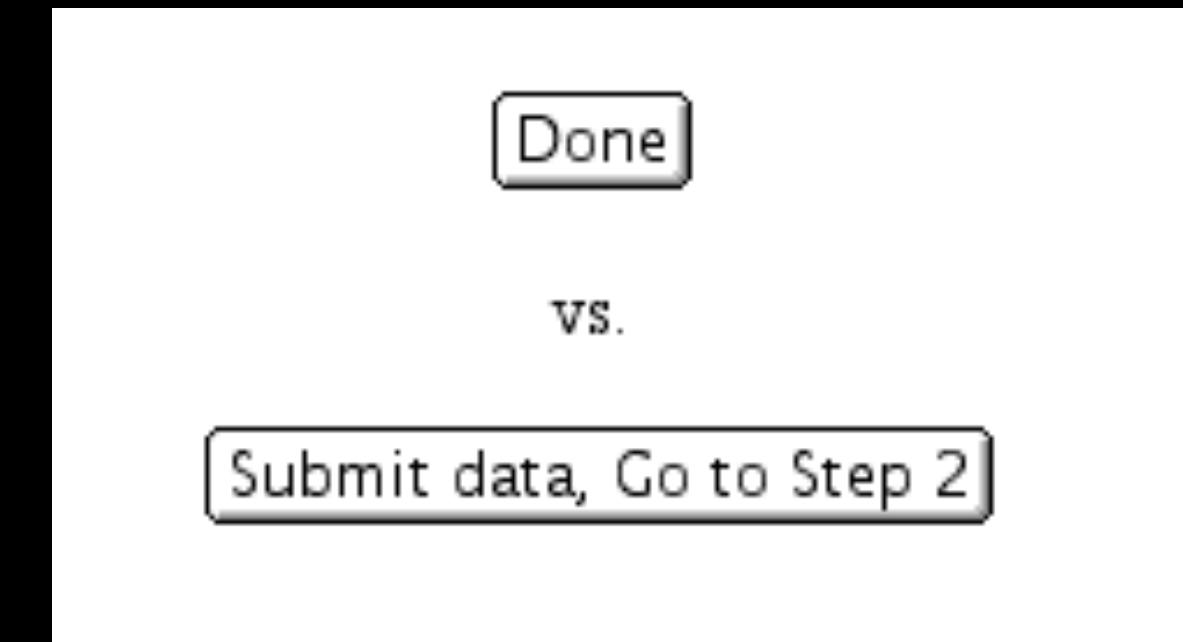
- Ease with which new users can begin effective interaction
- Performance improvement from session to session
- Principles
 - Predictability, Synthesizability, Familiarity, Generalizability, and Consistency

Recognition over Recall

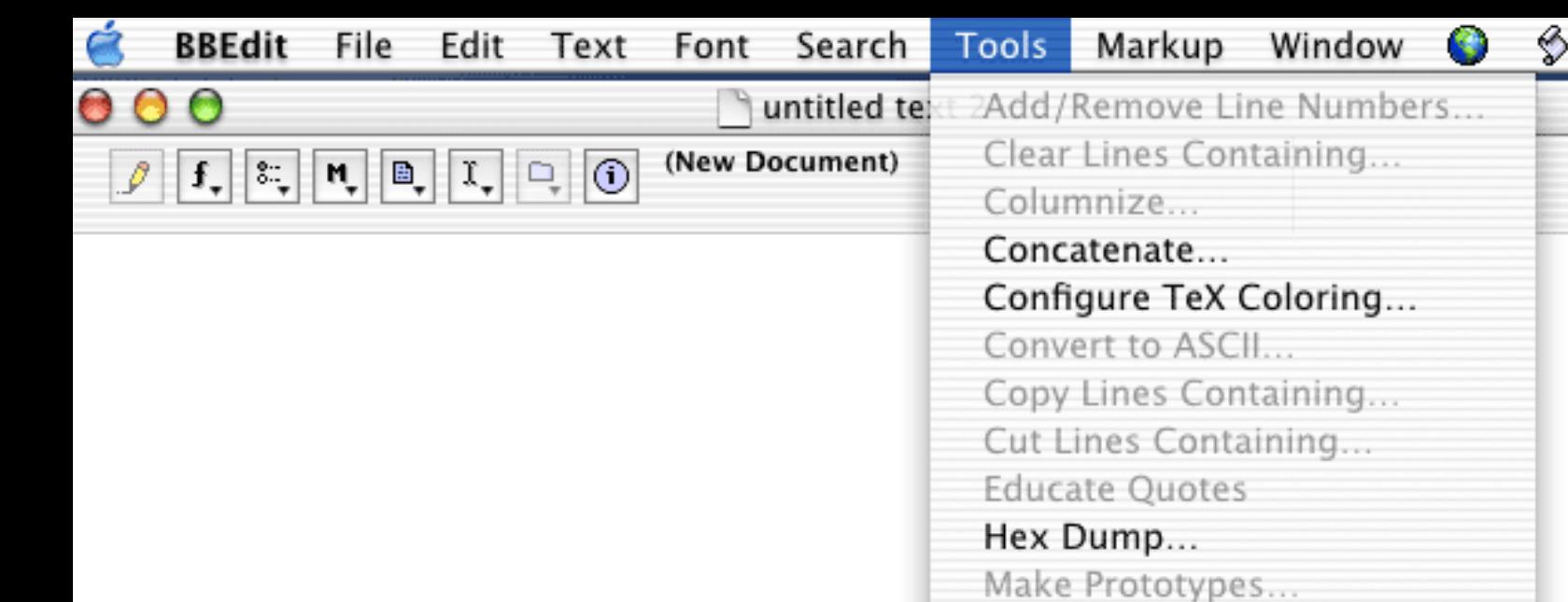


Predictability

- I think that this action will do...



- Operation visibility – can see all available actions
 - e.g. menus versus command-line
 - Grayed menu items



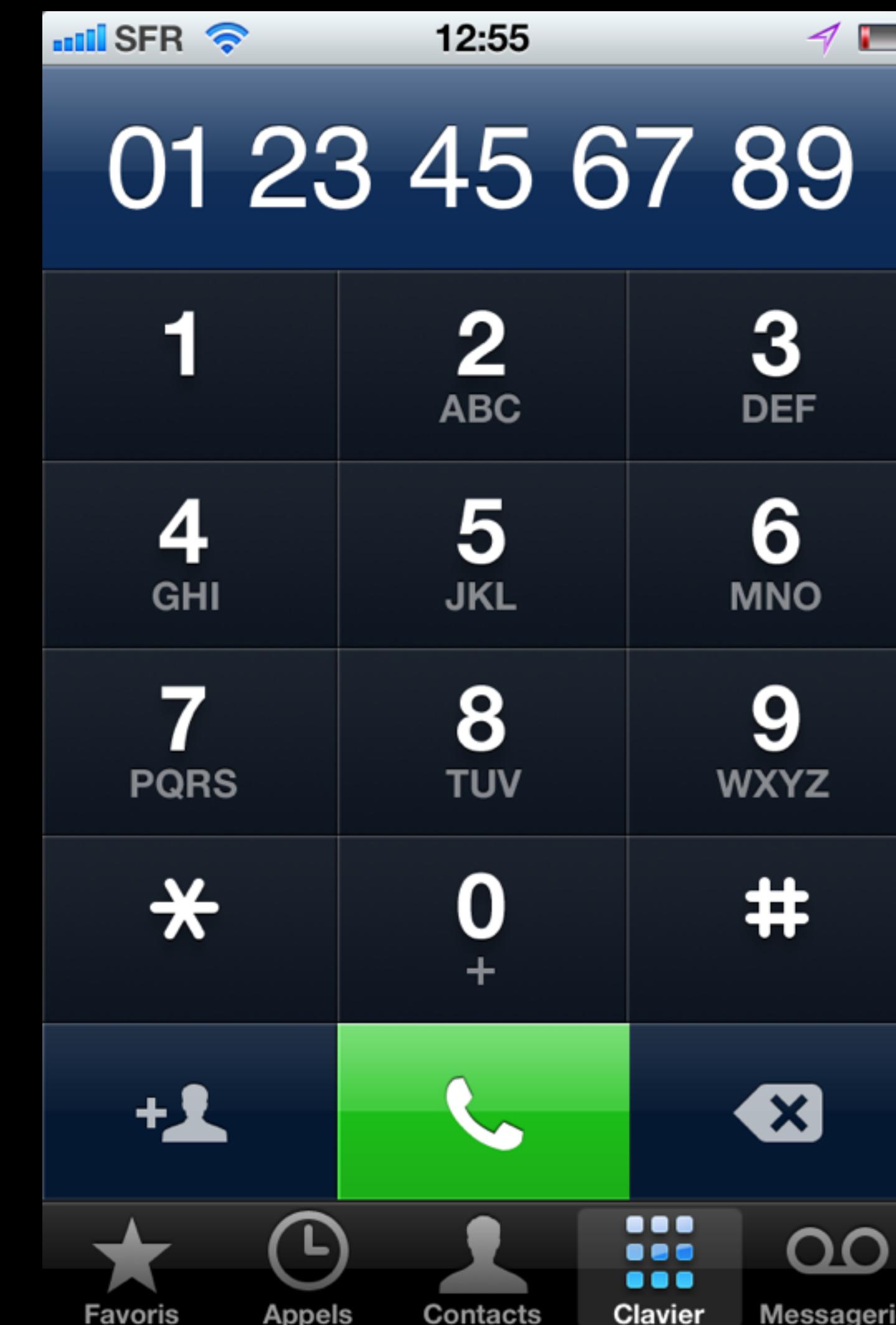
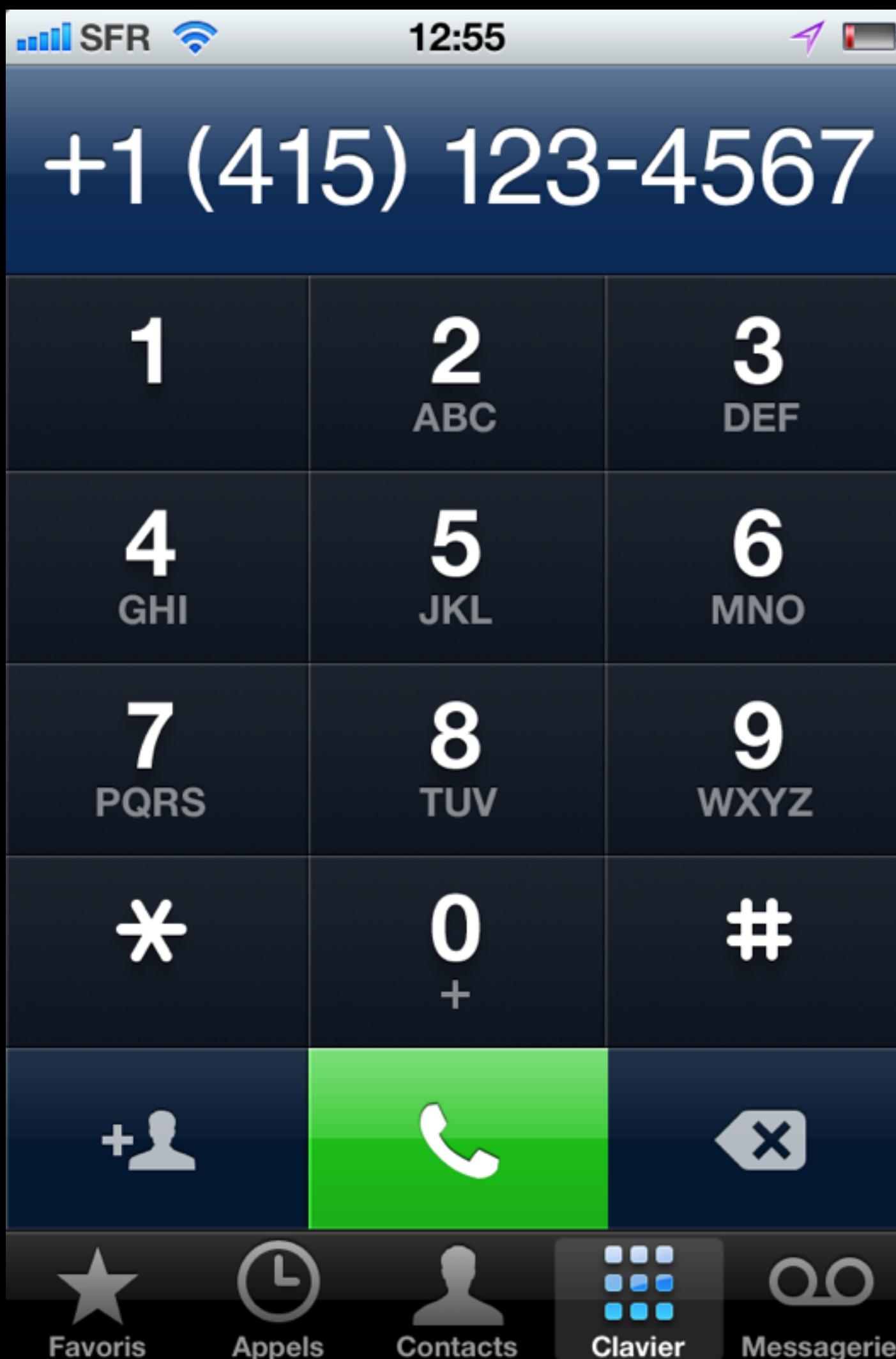
Predictability



VS.



Chunking



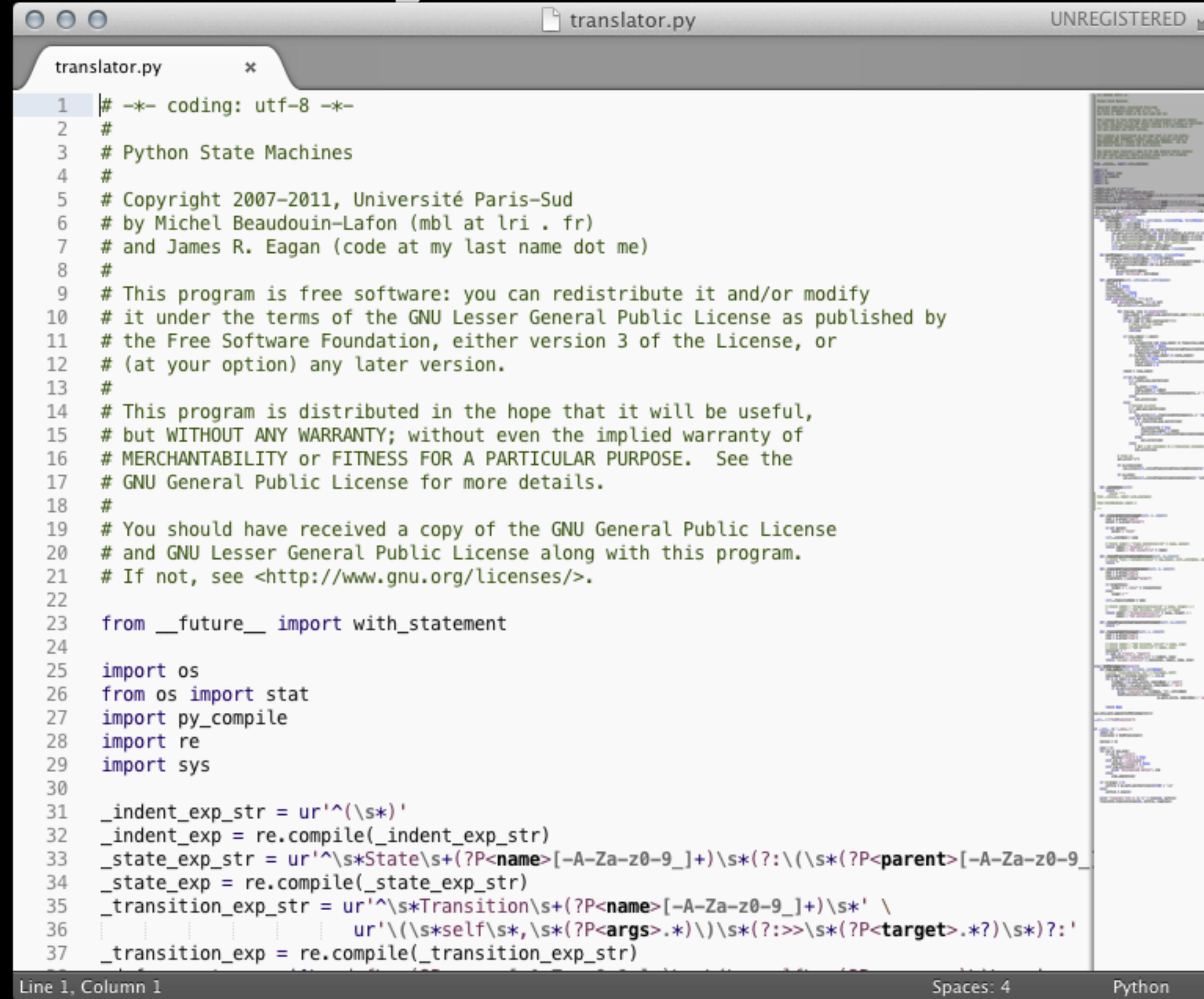
Flexibility

- Minimize modality, Multithreading, Task Migratability, Substitutivity, Customizability

Robustness

- Observability
- Recoverability
- Responsiveness
- Task Conformance

Observability



The screenshot shows a Python code editor window titled "translator.py". The file contains a large block of Python code, primarily a license notice and some utility functions. The code is color-coded for syntax highlighting. The editor interface includes a toolbar at the top, a status bar at the bottom, and a sidebar on the right.

```
# -*- coding: utf-8 -*-
#
# Python State Machines
#
# Copyright 2007-2011, Université Paris-Sud
# by Michel Beaudouin-Lafon (mbl at lri . fr)
# and James R. Eagan (code at my last name dot me)
#
# This program is free software: you can redistribute it and/or modify
# it under the terms of the GNU Lesser General Public License as published by
# the Free Software Foundation, either version 3 of the License, or
# (at your option) any later version.
#
# This program is distributed in the hope that it will be useful,
# but WITHOUT ANY WARRANTY; without even the implied warranty of
# MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the
# GNU General Public License for more details.
#
# You should have received a copy of the GNU General Public License
# and GNU Lesser General Public License along with this program.
# If not, see <http://www.gnu.org/licenses/>.

from __future__ import with_statement

import os
from os import stat
import py_compile
import re
import sys

_indent_exp_str = ur'^(\s*)'
_indent_exp = re.compile(_indent_exp_str)
_state_exp_str = ur'^\s*State\s+ (?P<name>[-A-Za-z0-9_]+)\s*(?:\s*(?P<parent>[-A-Za-z0-9_]+))'
_state_exp = re.compile(_state_exp_str)
_transition_exp_str = ur'^\s*Transition\s+ (?P<name>[-A-Za-z0-9_]+)\s*'
_transition_exp = re.compile(_transition_exp_str)
```

Line 1, Column 1 Spaces: 4 Python

Observability

Delta – Book a flight

http://www.delta.com/booking/findFlights.do#top

Home | Comment/Complaint? | Need Help? | Search GO >

Planning Tools v Travel Information v SkyMiles® v

SkyMiles# or Email PIN Last Name Log In > Remember Me SkyMiles # or PIN reminder Join SkyMiles >

1 2 3 4 5

Search Flights Select Trip Passenger Info Review/Purchase Done

Trip Summary

You selected these flights:

OUTBOUND	Thu, 19 Jul 2012 10:55AM CDG to 2:20PM ATL Nonstop DL 8504 ¹	Show Details						
10:55AM	CDG	2:20PM	ATL	Nonstop	9h 25m	DL 8504 ¹	Economy (L)	View Seats
Operated by: ¹ Air France								
RETURN	Thu, 26 Jul 2012 3:15PM ATL to Fri 27 Jul 6:10AM CDG Nonstop DL 28	Show Details						
3:15PM	ATL	6:10AM	CDG	Nonstop	8h 55m	DL 28	Economy (U)	View Seats
Fri 27 Jul								

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http://www.amazon.fr/Lhomme-cercles-bleus-Fred-Vargas/dp/2290349224/ref=sr_1

InfoVis ■ Music ■ Blogs ■ TinyURL! ■ [admin] Docs ■ LRI DOI GA DL → :::: → :::

amazon.fr

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Livres Recherche détaillée Nos rubriques Actu du livre Meilleures ventes Livres anglais et étrangers Bonnes affaires Livres d'occasion Cliquez pour feuilleter

L'homme aux cercles bleus [Broché]

Fred Vargas (Auteur)

★★★★★ (39 commentaires client) J'aime (5)

Prix conseillé : EUR 6,60

Prix : EUR 5,32 LIVRAISON GRATUITE En savoir plus.

Économisez : EUR 0,28 (5%)

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Expédié et vendu par **Amazon.fr**. Emballage cadeau disponible.

22 neufs à partir de EUR 4,50 **40 d'occasion** à partir de EUR 1,61

Formats	Prix Amazon	Neuf à partir de	Occasion à partir de
+ Poche	EUR 4,75	EUR 3,00	EUR 2,00
Broché, 16 juin 2005	EUR 5,32	EUR 4,50	EUR 1,61
+ Poche	--	--	EUR 0,89

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Prix pour les trois: EUR 14,06

Ajouter ces trois articles au panier

Afficher la disponibilité du produit et le mode de livraison

Sélectionner une adresse de livraison – Processus de paiement Amazon.fr

https://www.amazon.fr/gp/buy/signin/handlers/continue.html?ie=UTF8&oldPurchaseKey=

Google

InfoVis ■ Music ■ Blogs ■ TinyURL! [admin] Docs ■ LRI DOI GA DL → :::: → ::

amazon.fr ■  BIENVENUE ADRESSE ARTICLES EMBALLAGE LIVRAISON PAIEMENT VALIDATION

Choisissez une adresse de livraison

Sélectionnez ci-dessous l'adresse de votre choix en cliquant sur le bouton « Envoyer à cette adresse » correspondant ou entrez une [nouvelle adresse](#). Vous pouvez aussi choisir la livraison en relais Kiala à partir de la rubrique ci-dessous « Chercher un nouveau Point Relais ». Certains produits volumineux, et les produits vendus et expédiés par des vendeurs tiers de notre plateforme Marketplace, ne peuvent pas bénéficier de la livraison en Relais Kiala ([En savoir plus](#)) **Kiala**

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Atlanta, GA 30327
États-Unis

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Richland, WA 99352
États-Unis

EAGAN James
Cityssimo n° 219947834
80 rue Léon Frot
Paris, 75011
France

EAGAN James
276 bis rue du Faubourg Saint-Antoine
Paris, 75012
France

Envoyer à cette adresse **Envoyer à cette adresse**
Modifier **Supprimer** **Modifier** **Supprimer**
Modifier **Supprimer**
Envoyer à cette adresse **Envoyer à cette adresse**
Envoyer à cette adresse **Envoyer à cette adresse**

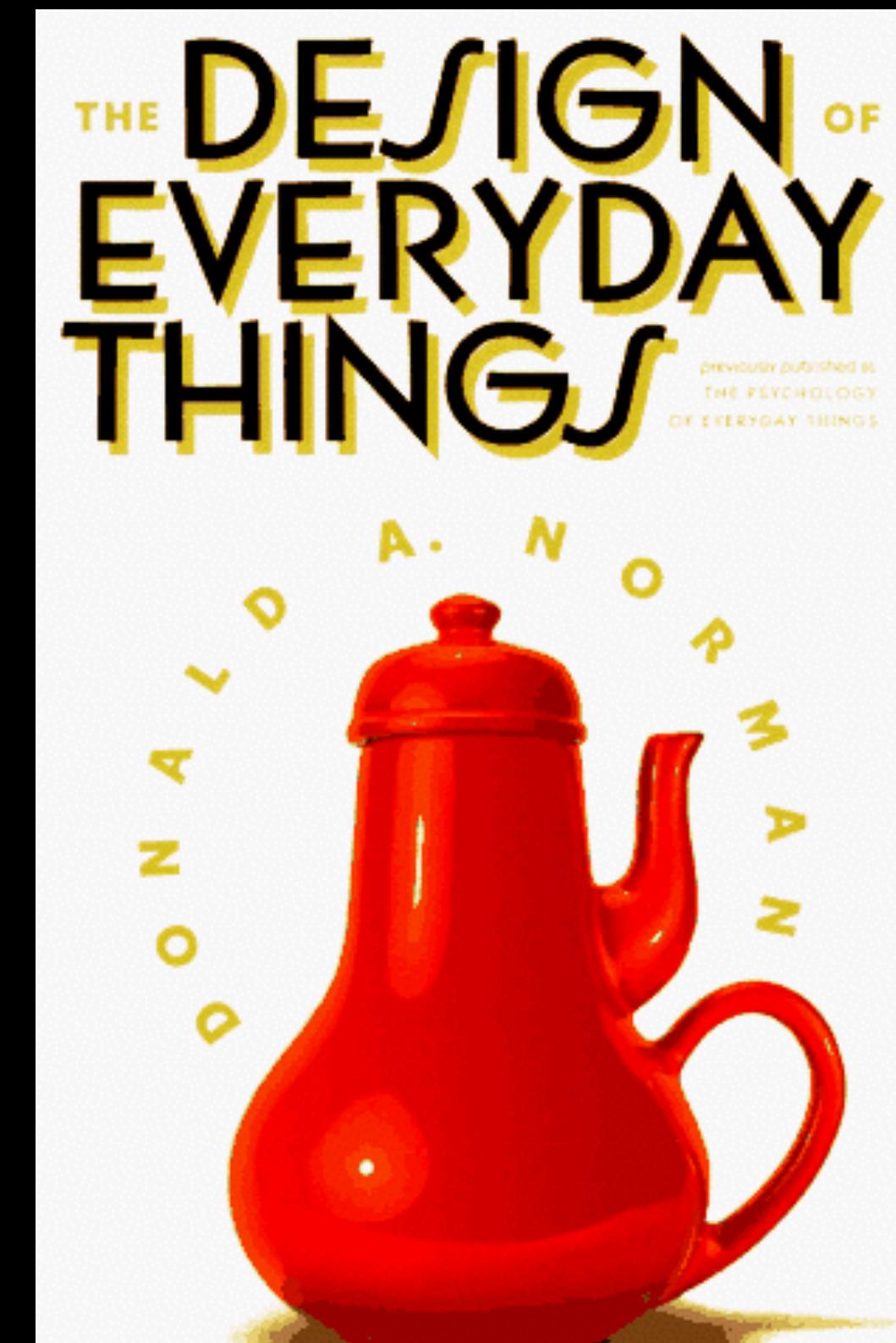
Modèles Mentaux

- La représentation mentale de l'utilisateur du système
- Sa perception de comment marche le système

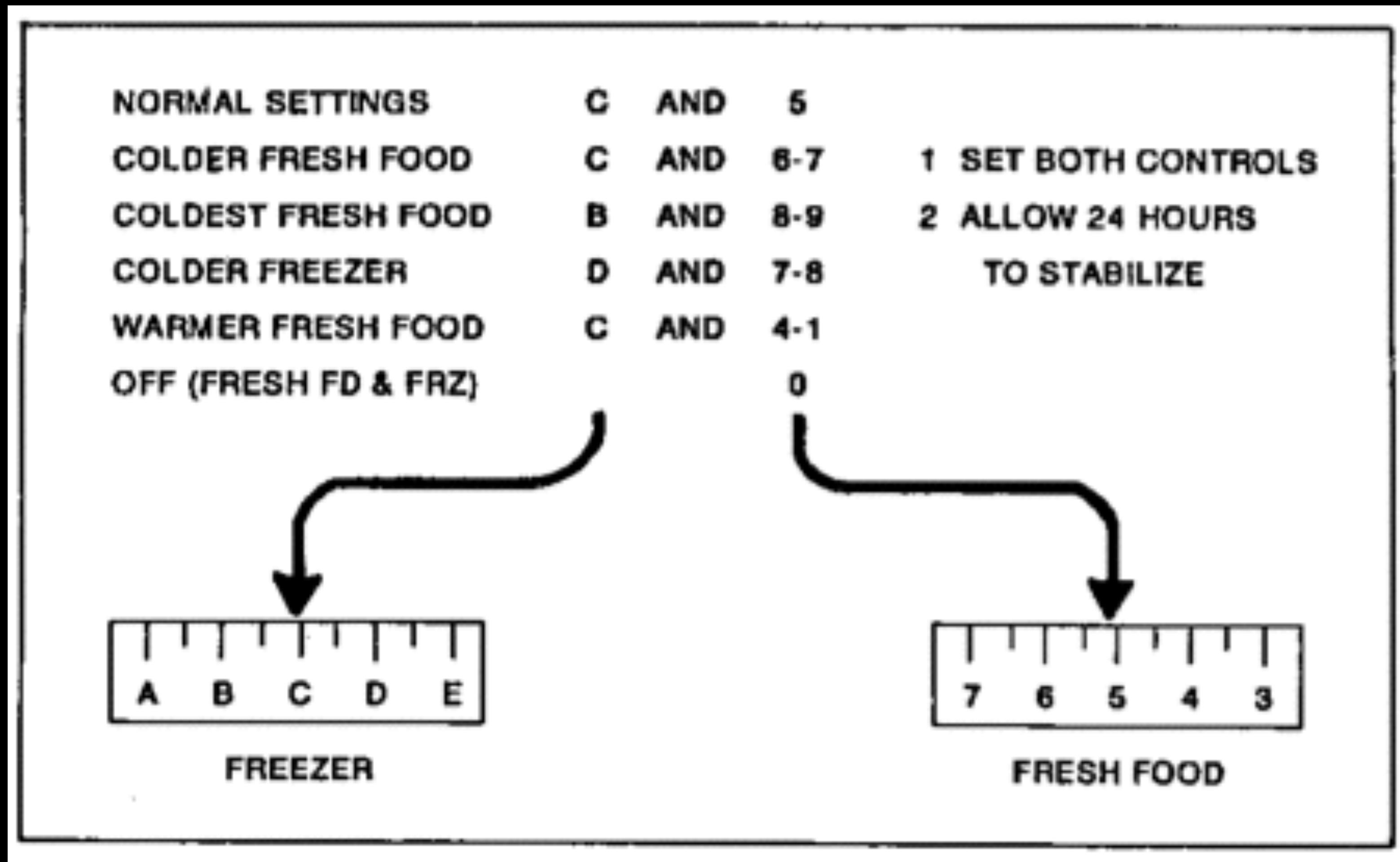


Don Norman

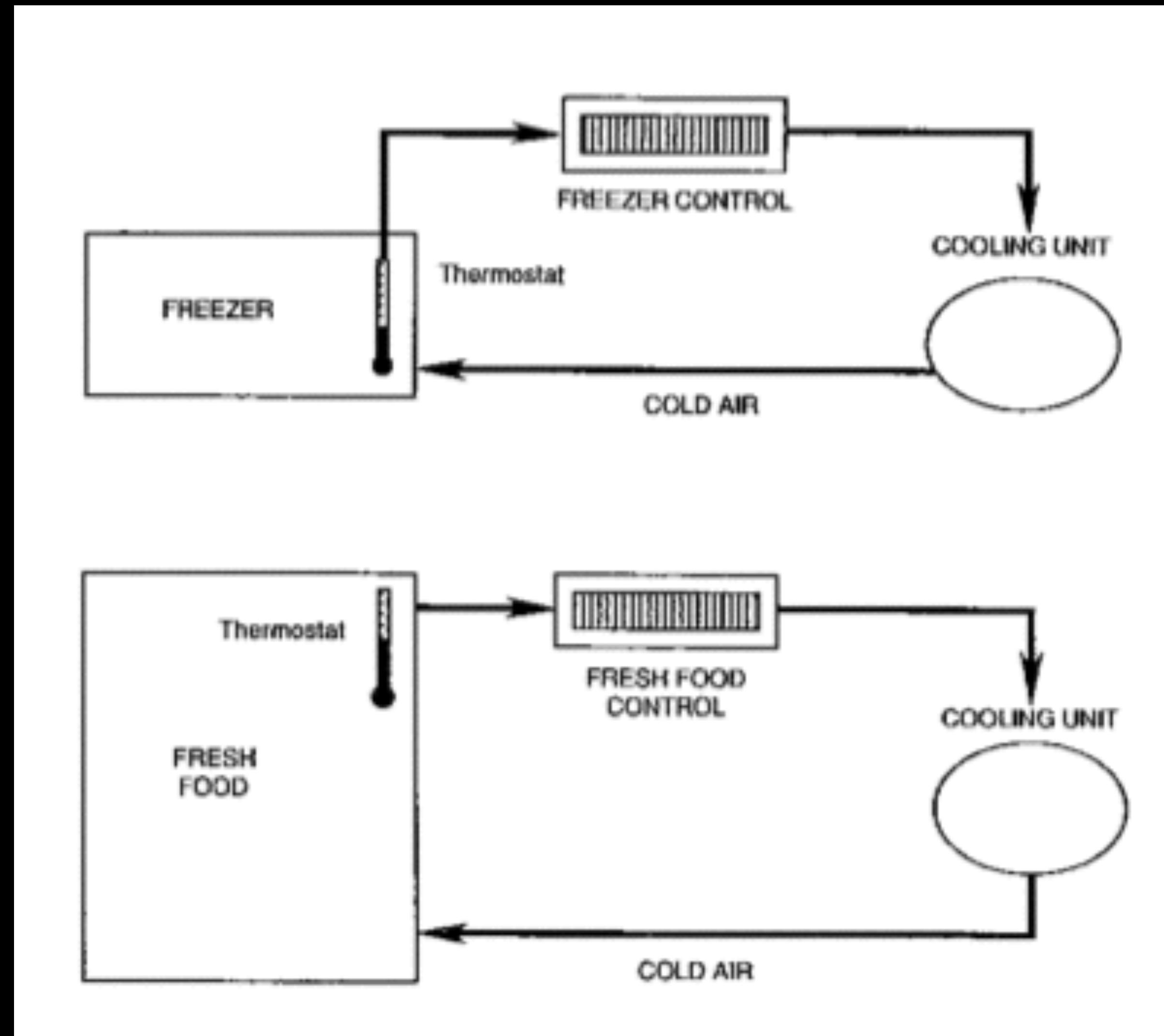
- Design of Everyday Things



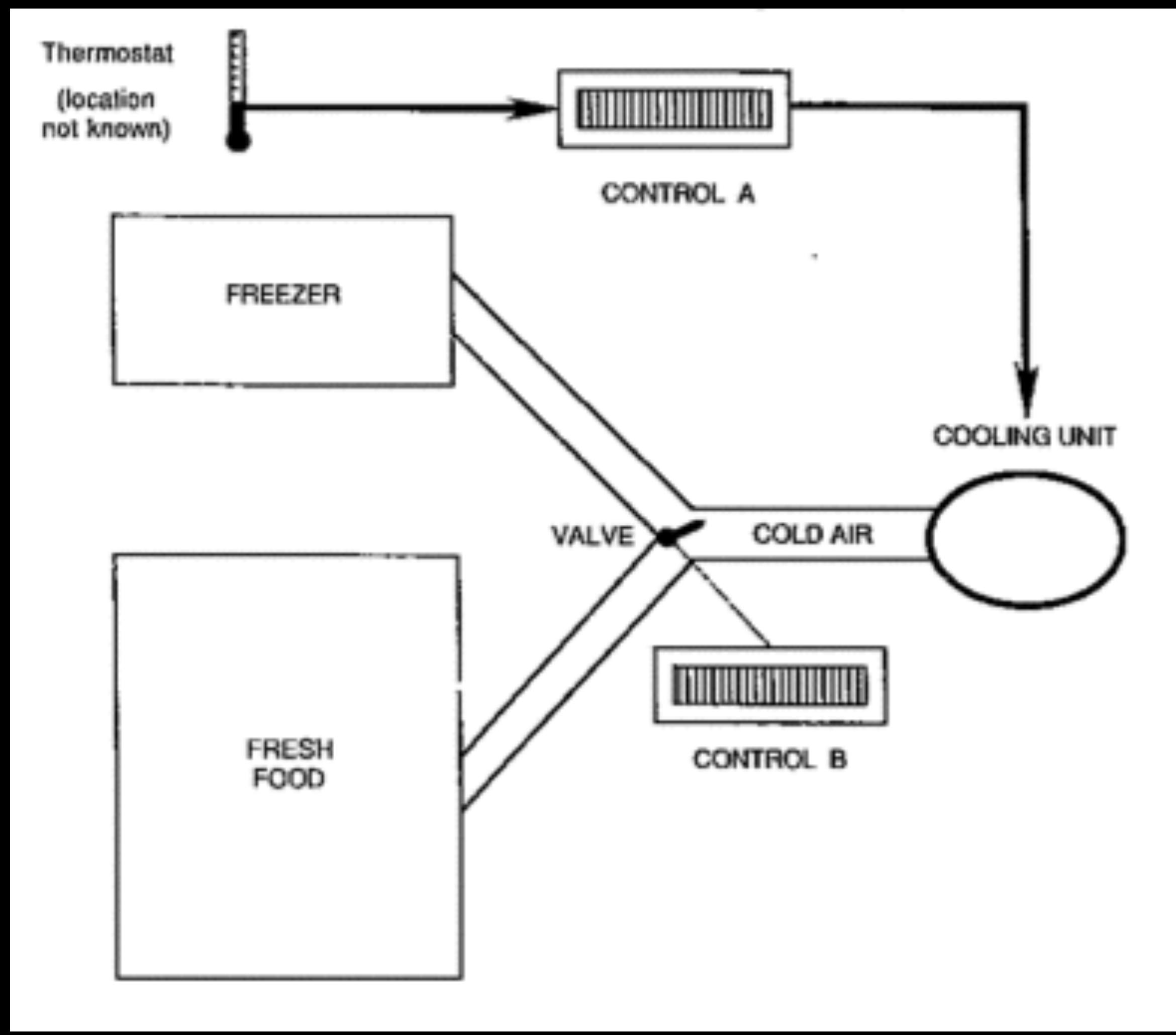
Interface d'un Frigo



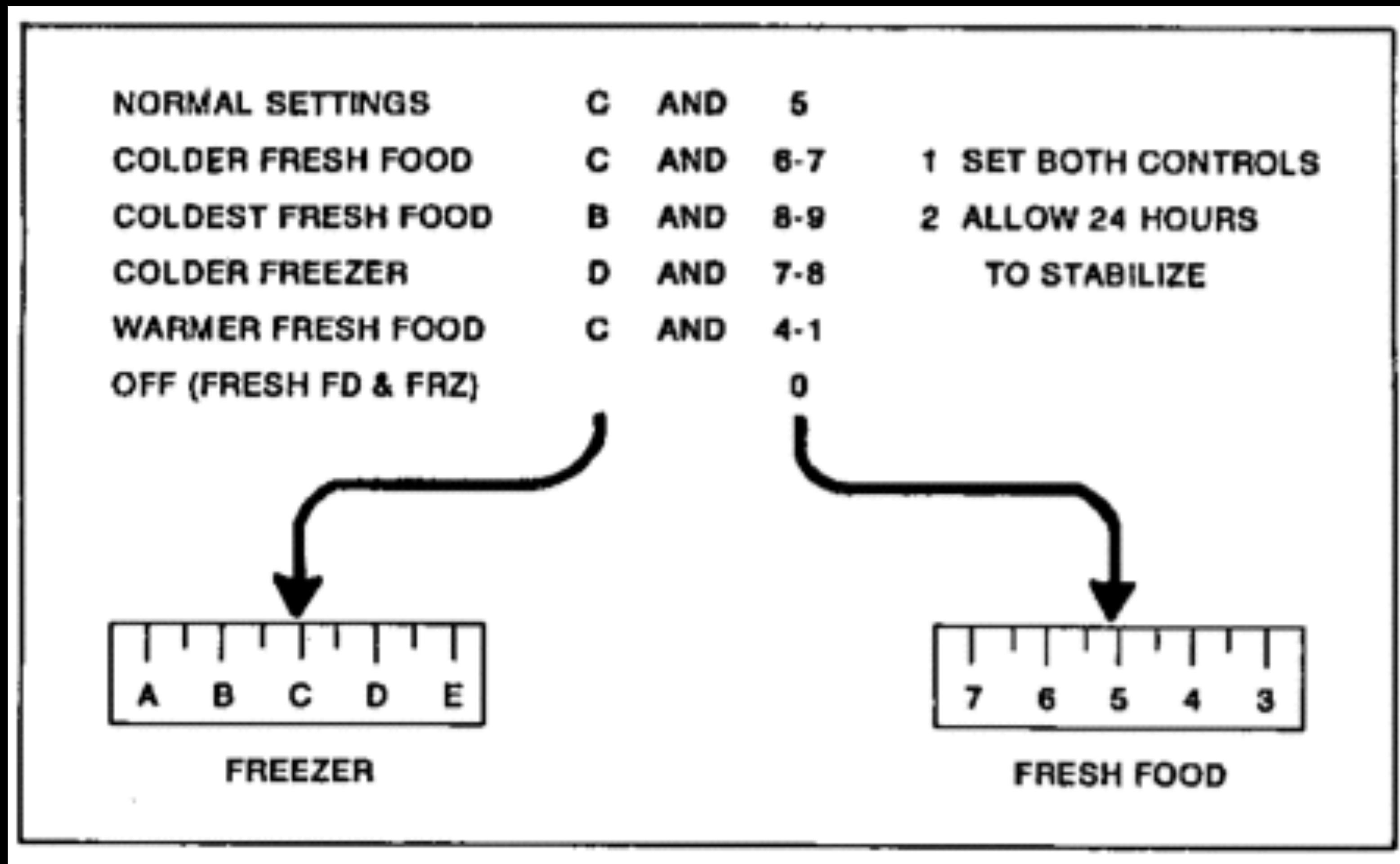
Modèle d'un Frigo



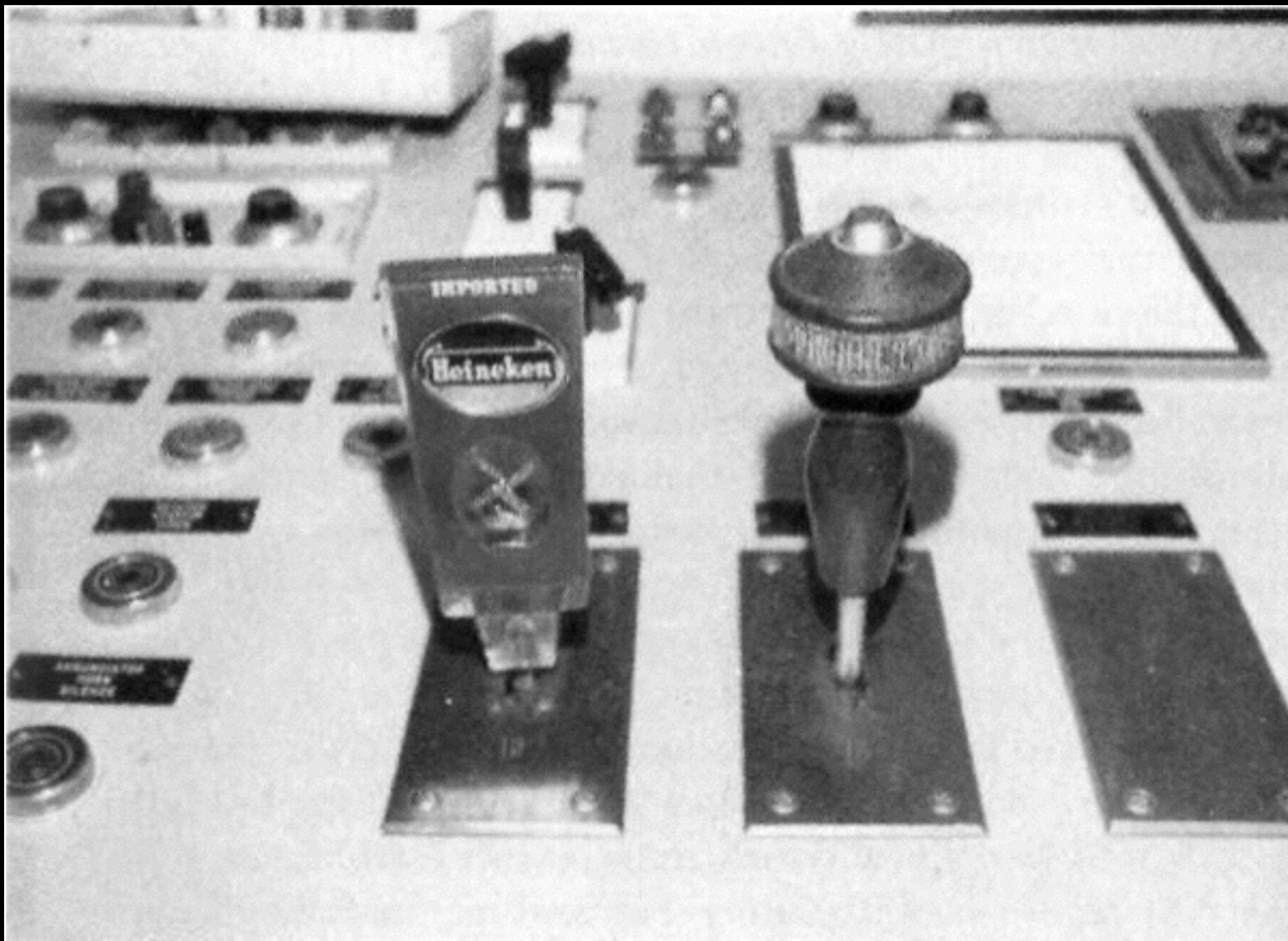
Modèle d'un Frigo



Interface d'un Frigo



Make Controls Look & Feel Different



Paradox of Choice



Mac – Shop Apple Notebook Computers & Desktop Computers – Apple Store (U.S.)

http://store.apple.com/us/browse/home/shop_mac

Google

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- [iMac](#)
- [Mac Pro](#)

New for Mac

- OS X Lion USB Thumb Drive
- Apple Thunderbolt Display (27-inch)
- Apple Thunderbolt cable (2.0 m)
- Microsoft Office for Mac Home and Student...
- Apple HDMI to HDMI Cable (1.8 m)
- Magic Trackpad
- Apple Battery Charger
- Apple 85W MagSafe Power Adapter (for 15- and...)
- Apple Magic Mouse
- Apple Remote

Top Sellers

1. Apple Magic Mouse
2. Apple Remote

MacBook Air **Wireless Printing** **New from Adobe** **Office for Mac 2011**

The new, faster
MacBook Air.
Everyone should have a notebook
this advanced. And now everyone can.



Invoke Scarcity

- If it costs a lot, it must be good!
- Only two left in this size!



The Design of Sites: Patterns for Creating Winning Web Sites: Amazon.fr: Douglas K. van Duyne, James A. Landay, Jason I. Hong: Livres anglais et étrangers

http://www.amazon.fr/gp/product/0131345559/ref=ox_sc_act_title_2?ie=UTF8&m=

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The Design of Sites: Patterns for Creating Winning Web Sites [Anglais] [Broché]

Douglas K. van Duyne (Auteur), James A. Landay (Auteur), Jason I. Hong (Auteur)

★★★★★ (1 commentaire client) J'aime (0)

Prix : EUR 55,83 LIVRAISON GRATUITE En savoir plus.

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Descriptions du produit

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Matrix – Flights

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Round trip: Paris to San Francisco, juin 13-20

►Complete trips ►Individual flights ►Time bars

PRICE ▾ AIRLINE ▾ DEPART ▾ ARRIVE ▾ DURATION ▾ FROM/TO ▾ STOPS ▾ ADVISORY ▾

737 € US Airways 11:10am 7:10pm 17h 0m CDG to SFO CLT
7:25am 6:55am 14h 30m SFO to CDG CLT

CDG to SFO CLT
SFO to CDG CLT

Matrix – Flights

<http://matrix.itasoftware.com/view/flights?session=d6bae5ea-16ef-4e2a-861d-7c892a9a4>

Flight 1: Paris to San Francisco - lun., juin 13

►Complete trips ►Individual flights ►Time bars ▾

PRICE ▾ FROM/TO ▾ AIRLINE ▾ DEPART ▾ ARRIVE ▾ DURATION ▾ STOPS ▾ ADVISORY ▾

Paris time 8a 10a 12p 2p 4p 6p 8p 10p 12a 2a MAR., JUIN 14 4a 6a 8a 10a
San Francisco time 11p 1a 3a 5a 7a 9a 11a 1p 3p 5p 7p 9p 11p 1a

LUN., JUIN 13

CDG to SFO

From **737 €** CDG to SFO US CLT US

From **780 €** CDG to SFO DL MSP DL

From **780 €** CDG to SFO DL SLC DL*

From **788 €** CDG to SFO AF

From **788 €** CDG to SFO DL*

From **790 €** CDG to SFO AF* MSP DL

From **813 €** CDG to SFO CO* IAD CO*

From **813 €** CDG to SFO UA IAD UA

From **815 €** CDG to SFO LH FRA LH*

From **815 €** CDG to SFO LH FRA CO*

From **815 €** CDG to SFO LH FRA UA

From **815 €** CDG to SFO LH FRA LH*

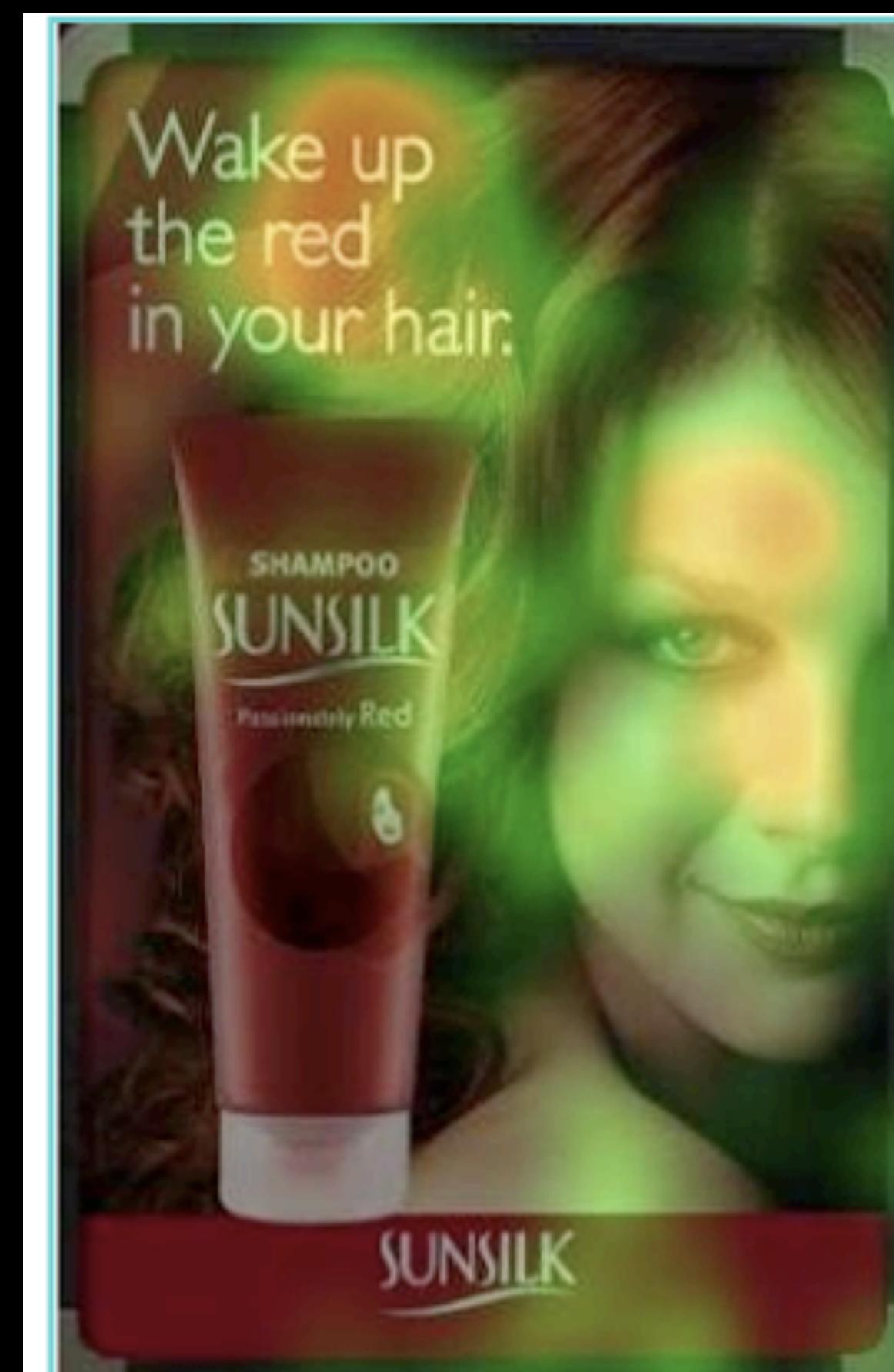
From **815 €** CDG to SFO LH FRA UA

From **815 €** CDG to SFO LH FRA CO*

From **815 €** CDG to SFO CO IAH CO



[Source : James Hudson, PayPal]





[Source : James Hudson, PayPal]

Affordable Dog Insurance - Covers 80% Of Your Vet Bill; Request A Free Quote & Start Your Pets Coverage Today!

Get Your Free Quote

Pet Name:

Pet Type: Dog Cat

Select Breed: <Select a Breed>

Spayed/Neutered? Yes No

Pet Date of Birth: <Month> <Day> <Year>

Gender: Female Male

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Select Breed: <Select a Breed>

Spayed/Neutered? Yes No

Pet Date of Birth: <Month> <Day> <Year>

Gender: Female Male

Your Zip Code:

Email:

We value your privacy and will not sell or give your information to anyone. Period.







66 % conversion

PayPal

U.S. English ▾

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PayPal password

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PayPal Shopping Get up to **20% off** top brands.
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[Source : James Hudson, PayPal]

Slips & errors

- Slip — on sait ce qu'il faut faire, mais on ne le fait pas

« Ce matni un lapin a tué un chaussure »

Erreur de closure



Besoins Utilisateur

Motivation

- User
 - Low motivation, discretionary use → • Design goal
 - Ease of learning
 - Control, power
 - Low motivation, mandatory use → • Ease of learning, robustness, control
 - High motivation, due to fear → • Power, ease of use
 - High motivation, due to interest →

Knowledge & Experience

Experience

<u>task</u>	<u>system</u>
low	low
high	high
low	high
high	low

Design goals:

- Many syntactic & semantic prompts
- Efficient commands, concise syntax
- Semantic help facilities
- Lots of syntactic prompting

Job & Task Implications

- Frequency of use
 - High — Ease of use
 - Low — Ease of learning & remembering
- Task implications
 - High — Ease of use
 - Low — Ease of learning
- System use
 - Mandatory — Ease of use
 - Discretionary — Ease of learning



Define Tasks

- Consider the *whole* system
- Determine *who or what* should perform each task and each step :
e.g. the system remembers the login, but the user remembers the password
- Determine criteria: efficiency, cognitive effort, time
 - Task x should take no more than y seconds
 - A new user should be able to create a new account in 5 minutes

Brainstorming

Brainstorming

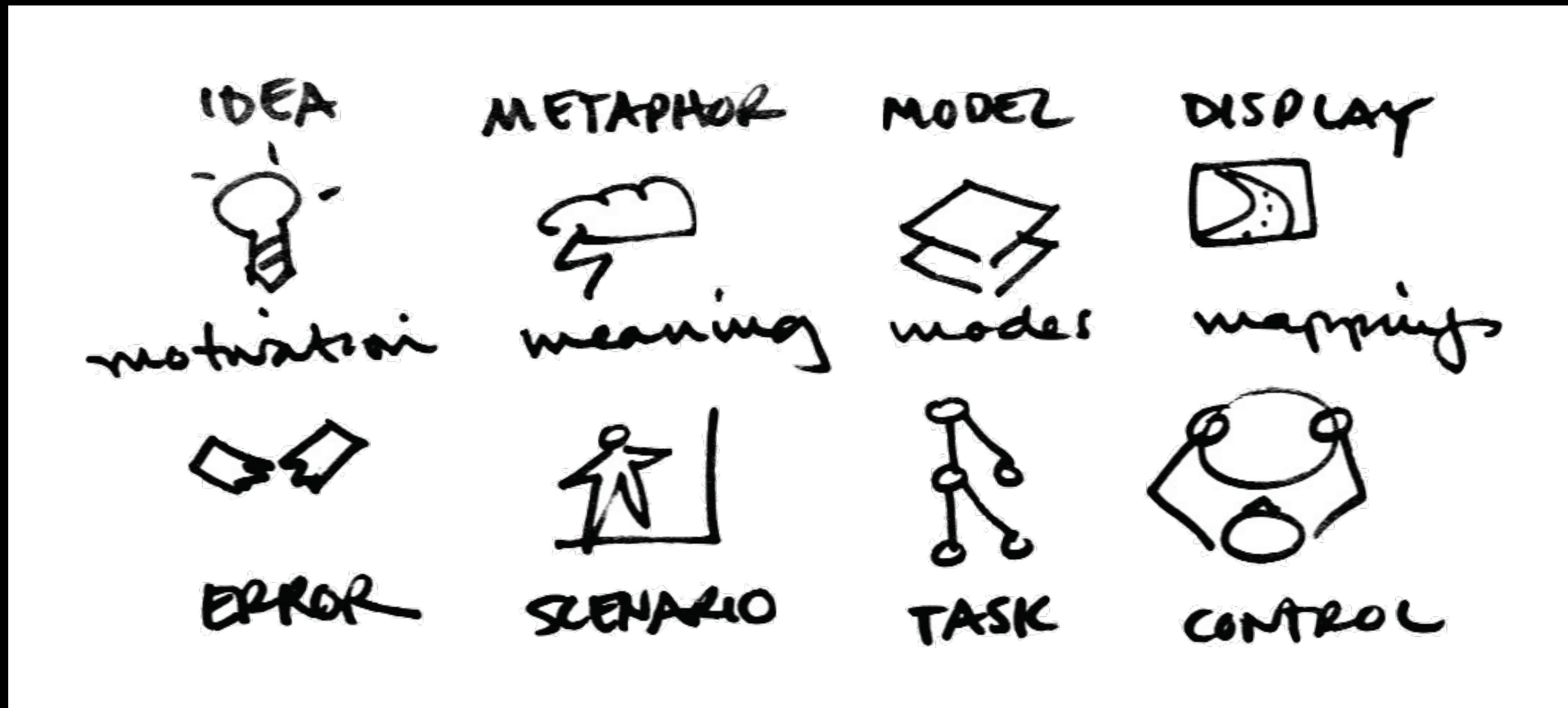
- Génération d'idées
- Marche mieux si tout le monde a déjà fait une réflexion initiale
- Tout le monde propose d'idées
- On ne les critique pas

Design & Prototyping

Prototyping the Interface

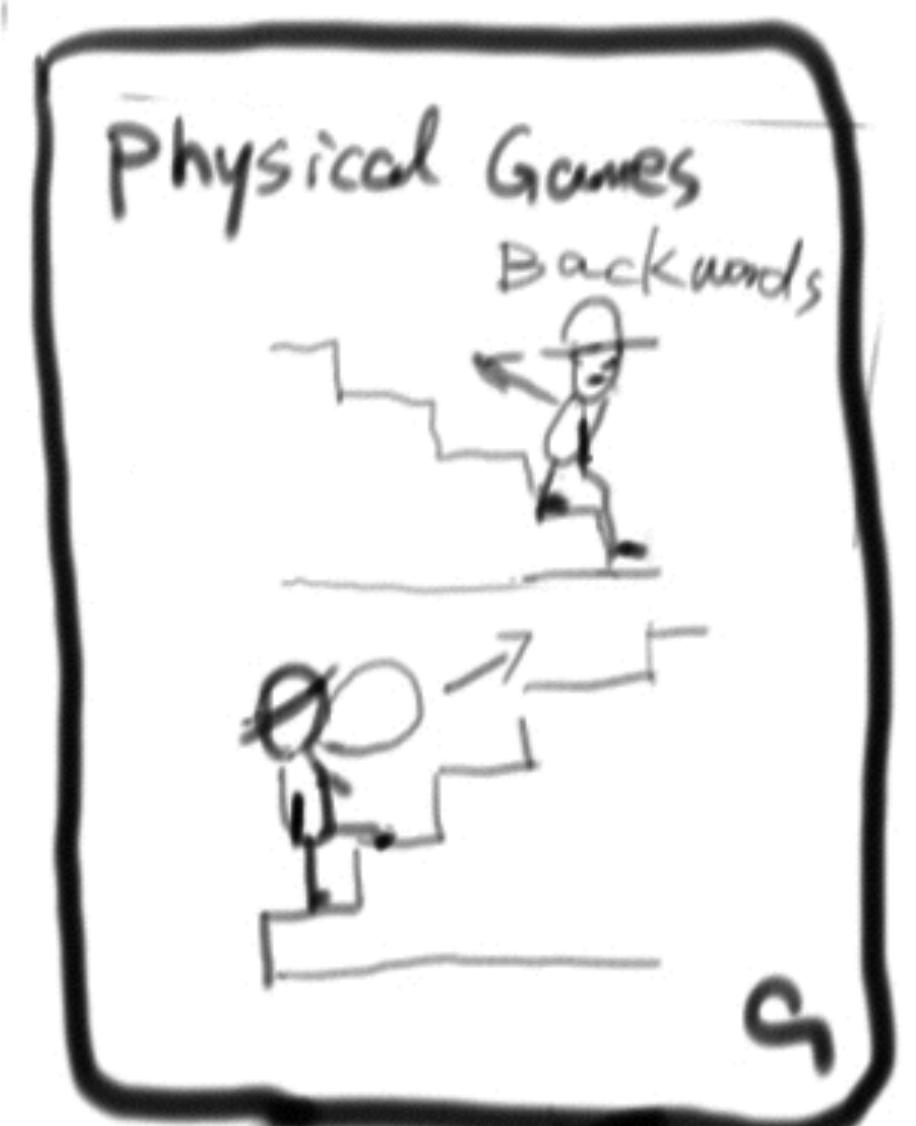
- Why prototype?
 - Creating the system is expensive
 - Start with low-fidelity mockups
 - Progress to prototypes
 - Storyboards, task diagrams, *etc.*

Design the Interface



Storyboards

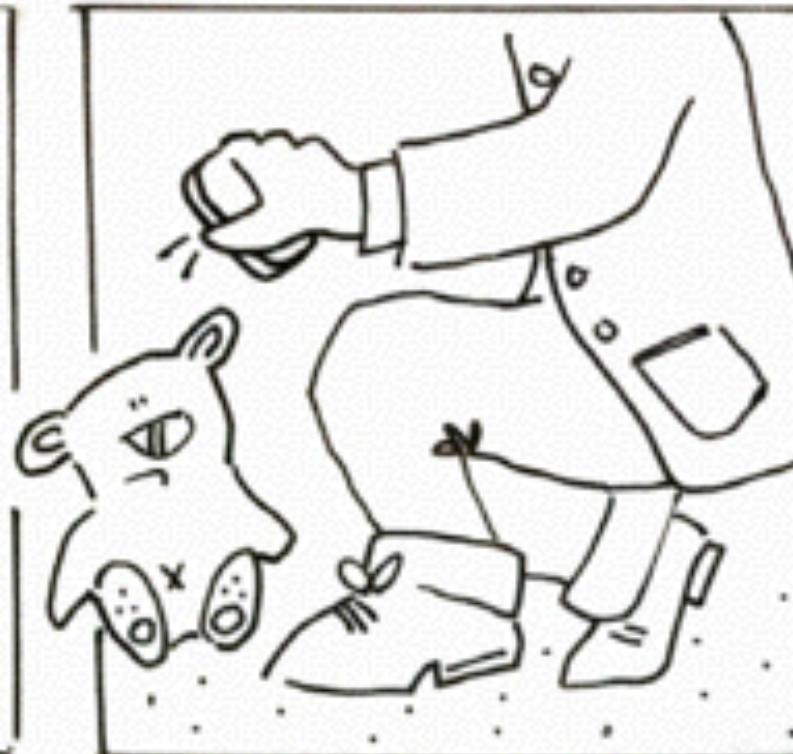
- Shows off
 - Sequence
 - Tasks
 - Context
- Rarely shows interface itself



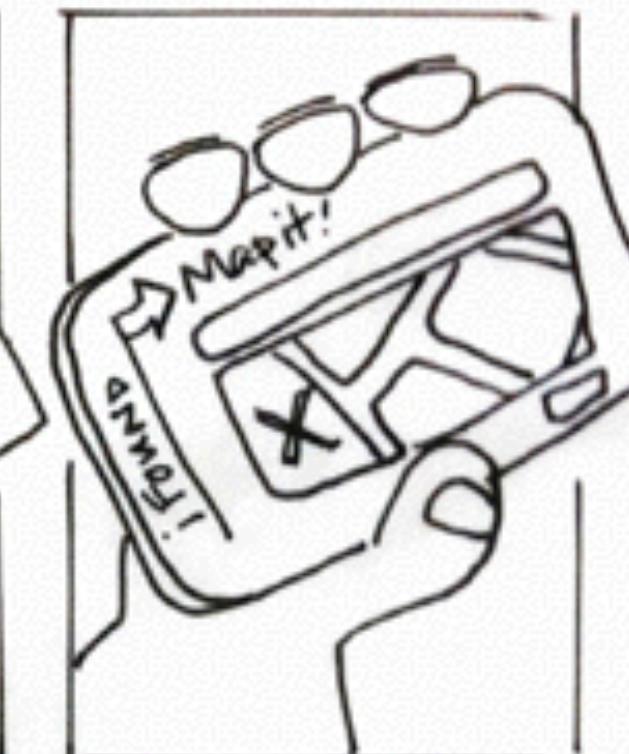
STORYBOARD: iFound®



On a walk through the park, Marco stumbles across a teddy bear fallen on the side of the path.



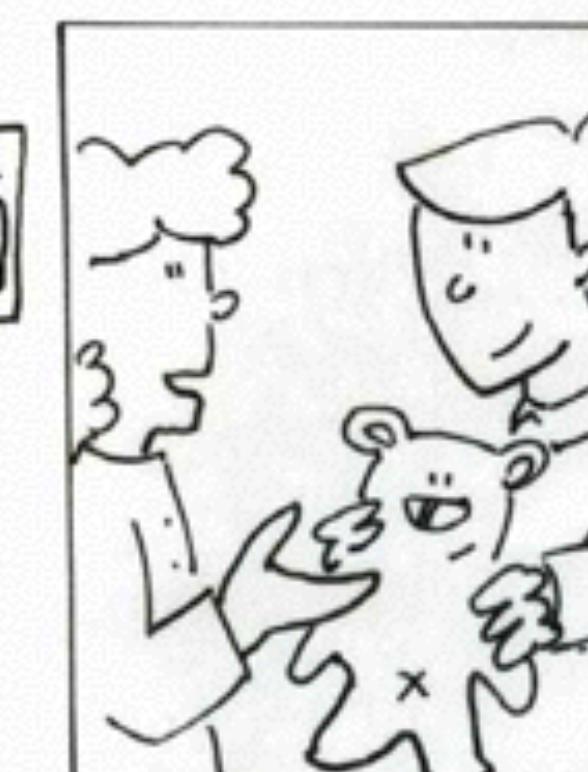
Realizing it must be lost, he uses his mobile phone to photograph it where he found it, and takes the bear home.



Once home, Marco uploads the photo to iFound®. The MapIt! function uses the GPS from the photo to record where the bear was found.



As soon as the iFound® match list is generated, Marco sees a photo of the very same bear he has just found. He immediately contacts the finder and they arrange a way to get the bear back to its owner.

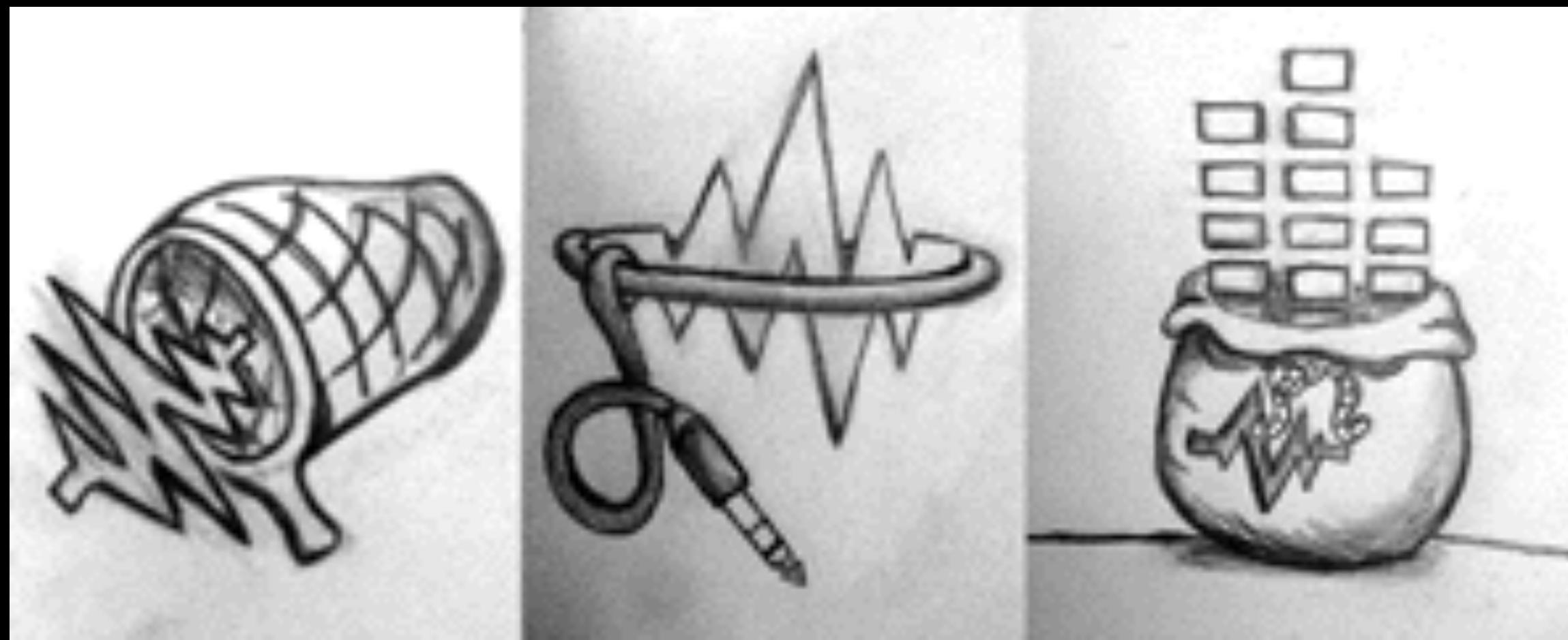


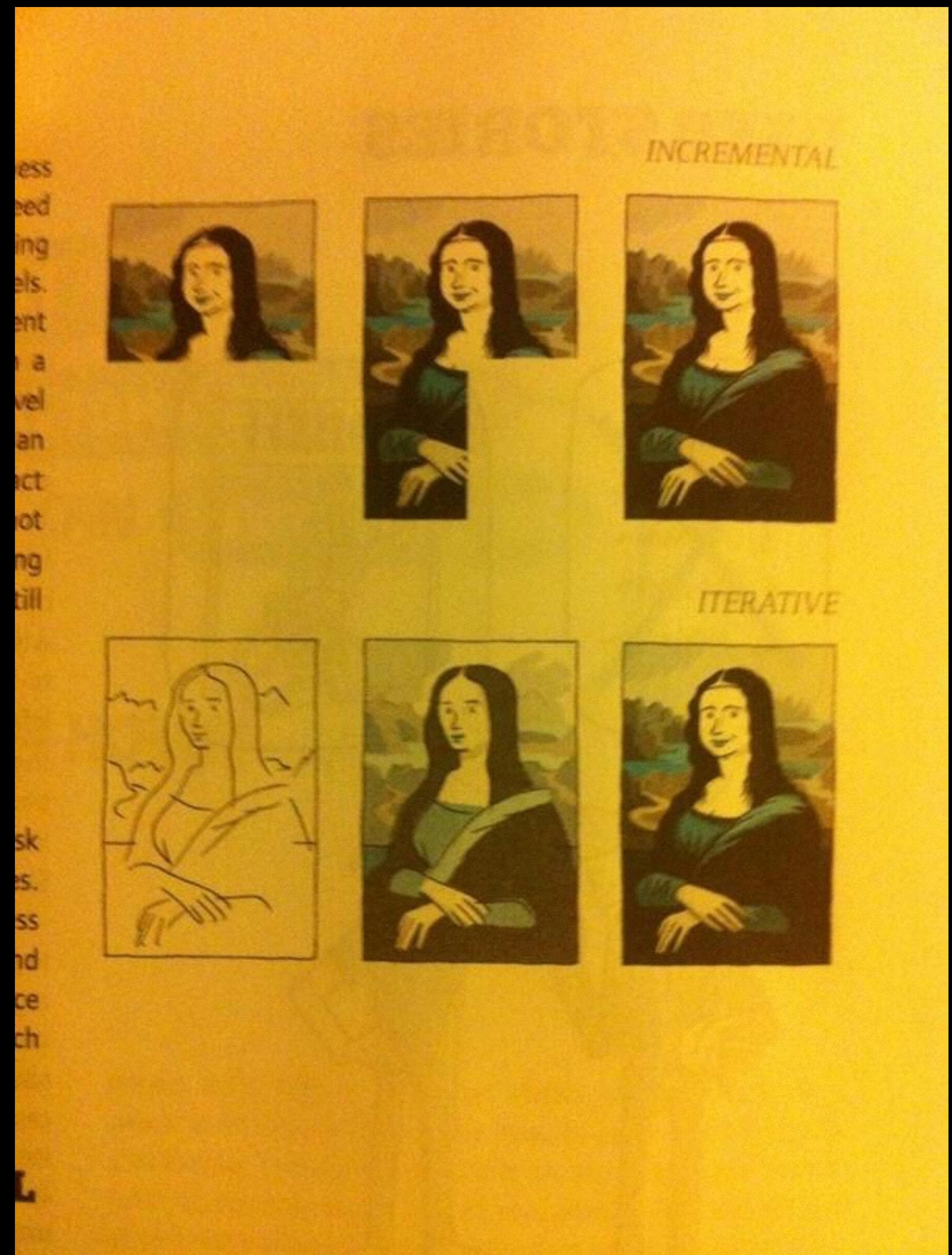
The teddy bear is handed off to a very relieved mom.

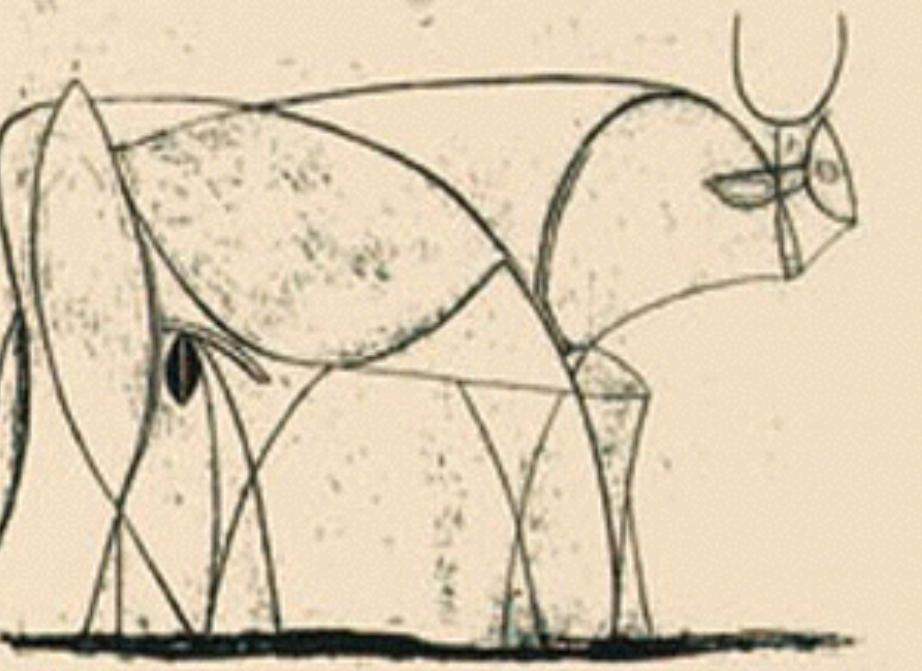
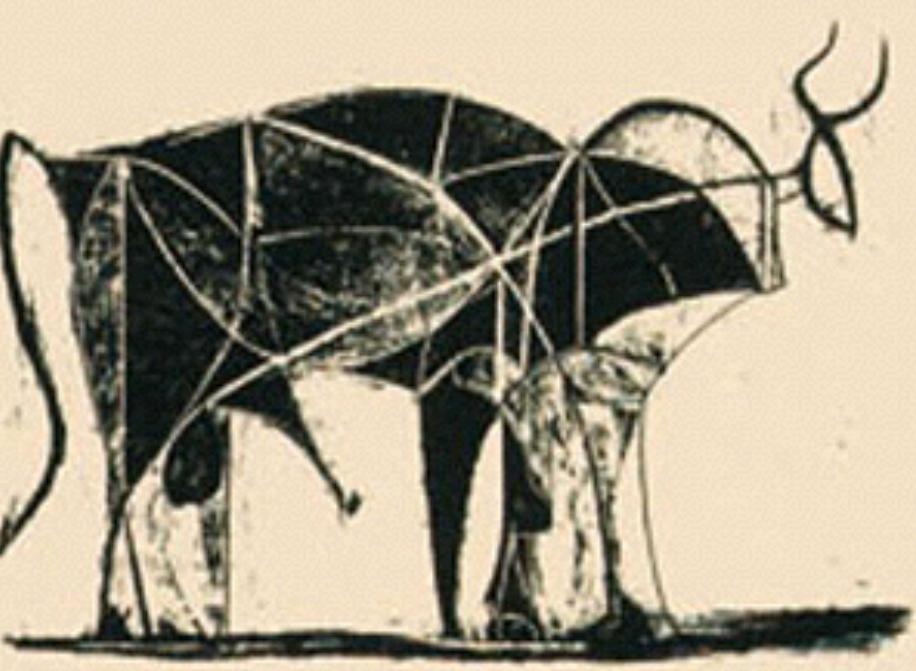
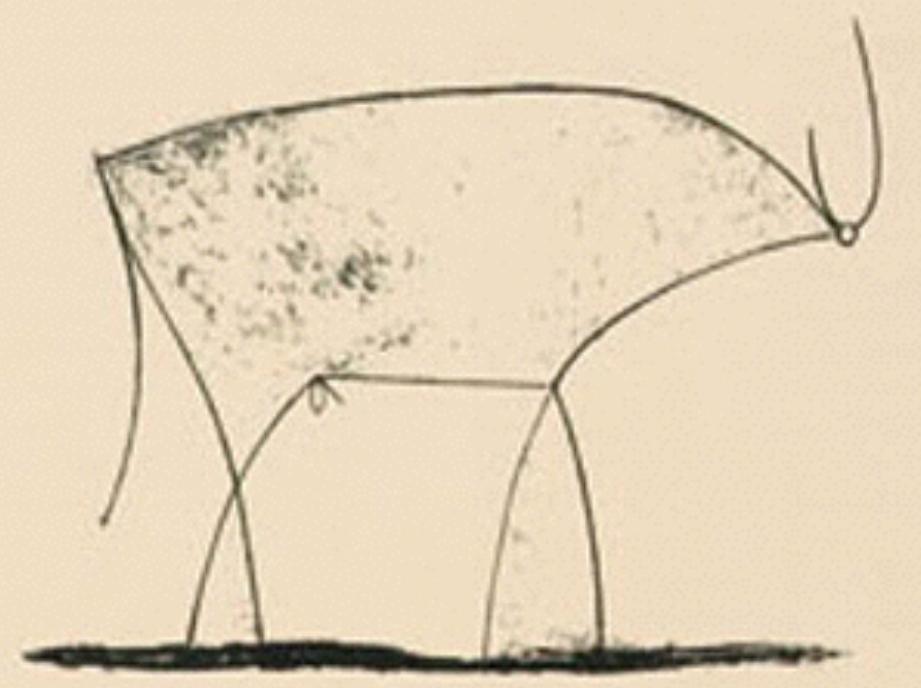
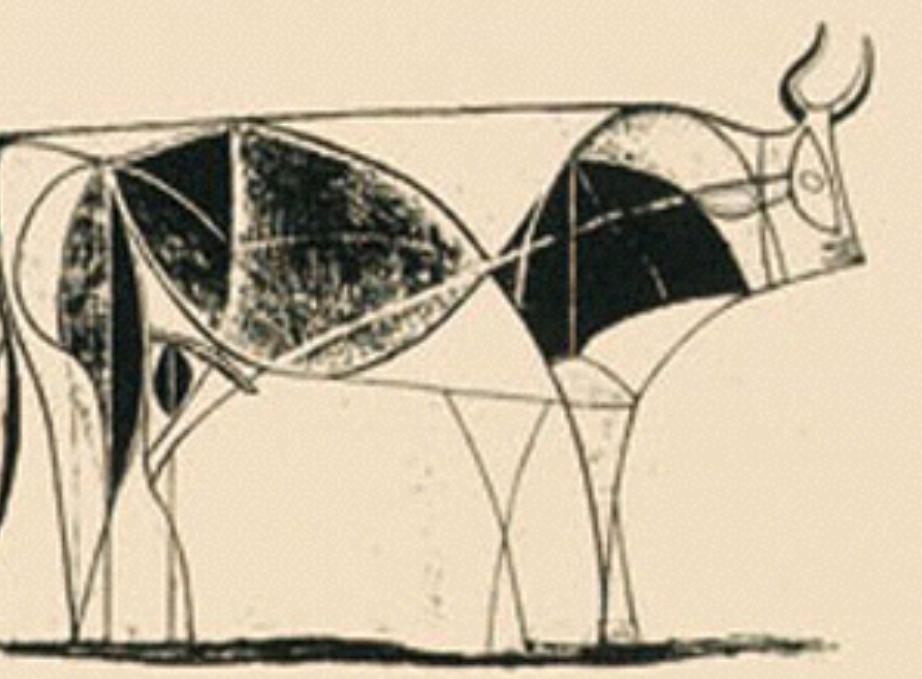
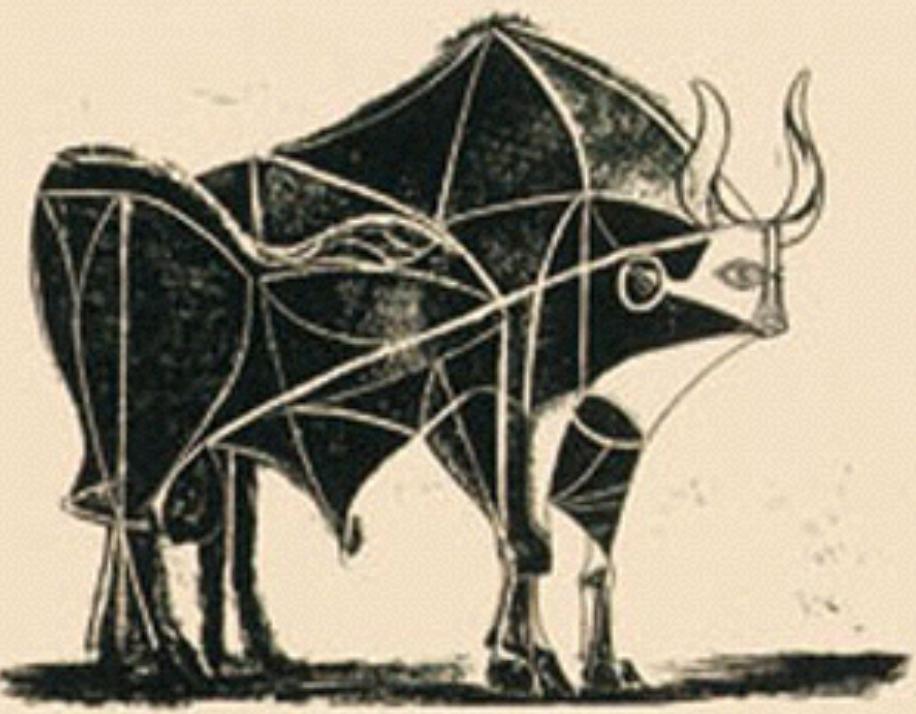
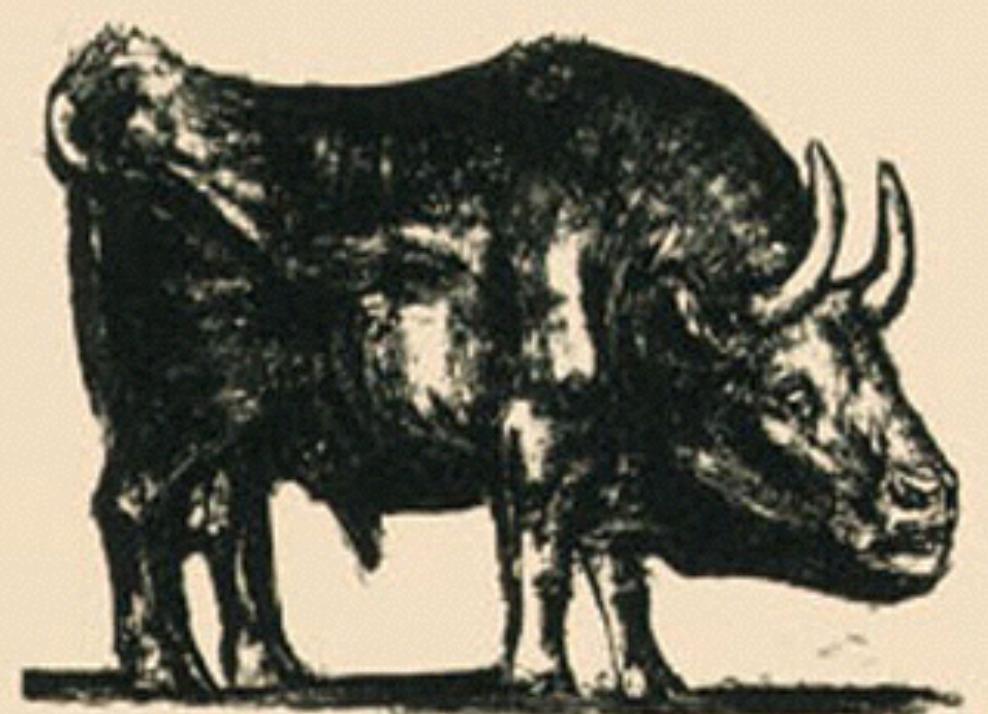
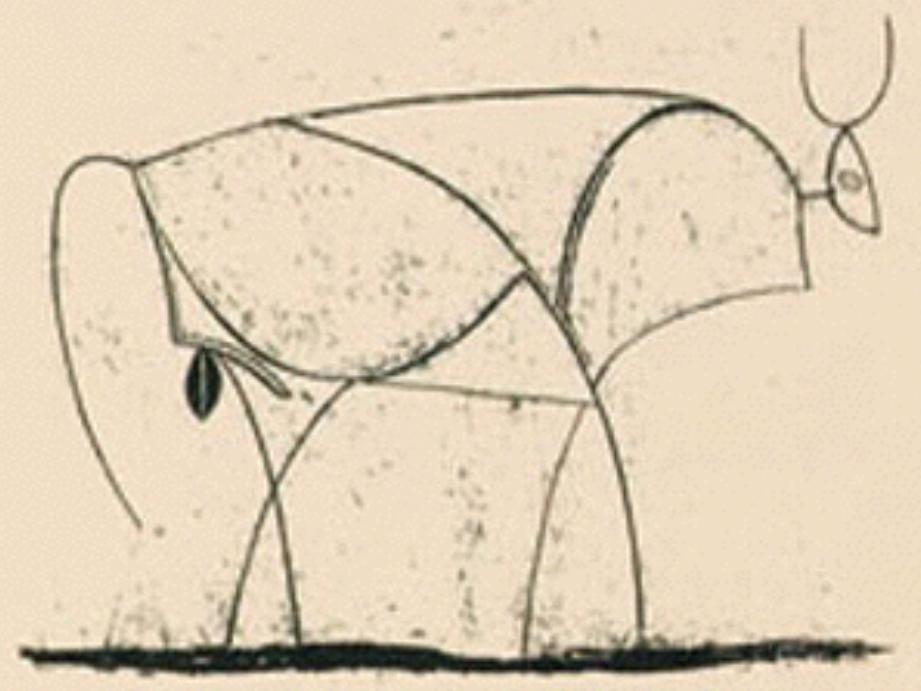
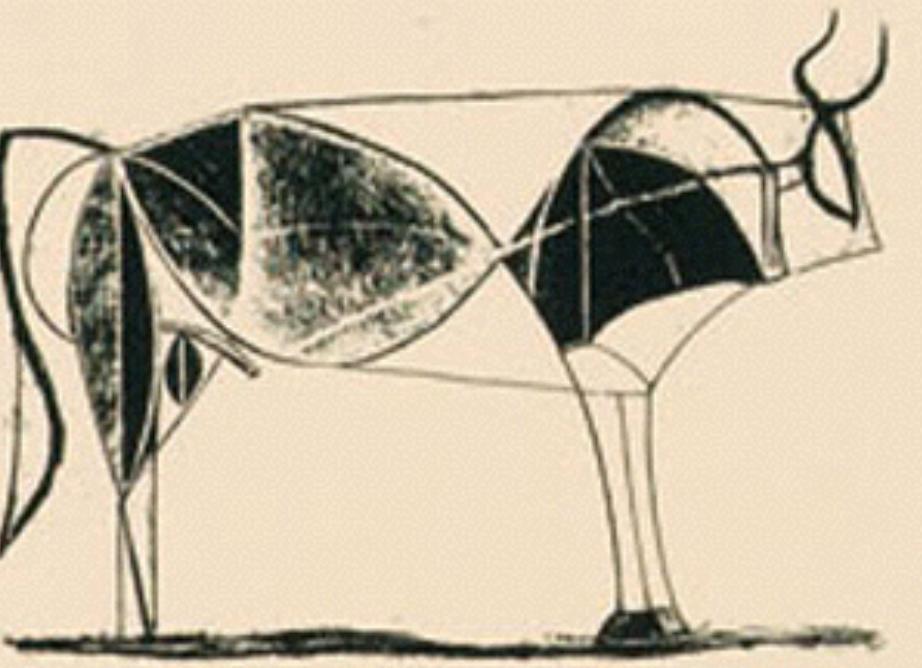
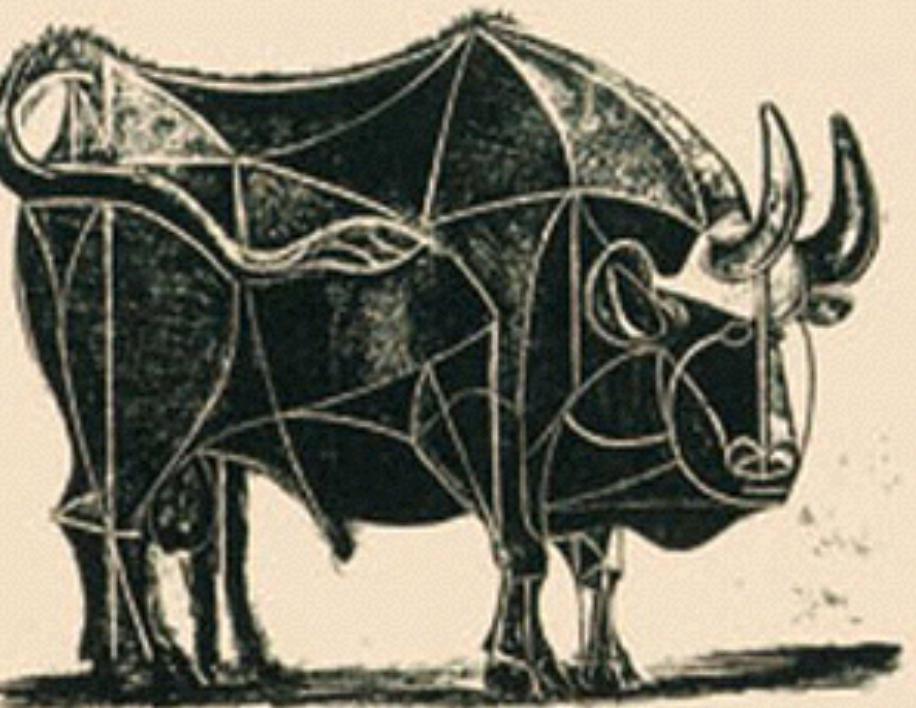
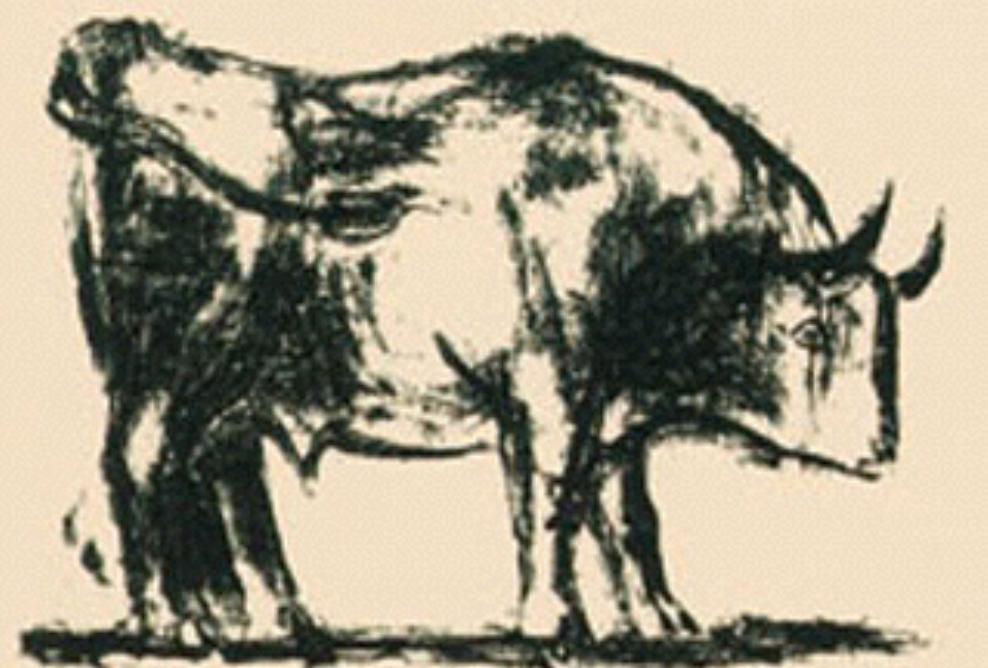


When it is recorded that the bear has made it safely home, Marco receives a 'thank you' email from iFound®, offering him a choice of coupons for anything from ice cream to flowers. Marco's choice provides useful information to corporate sponsors.

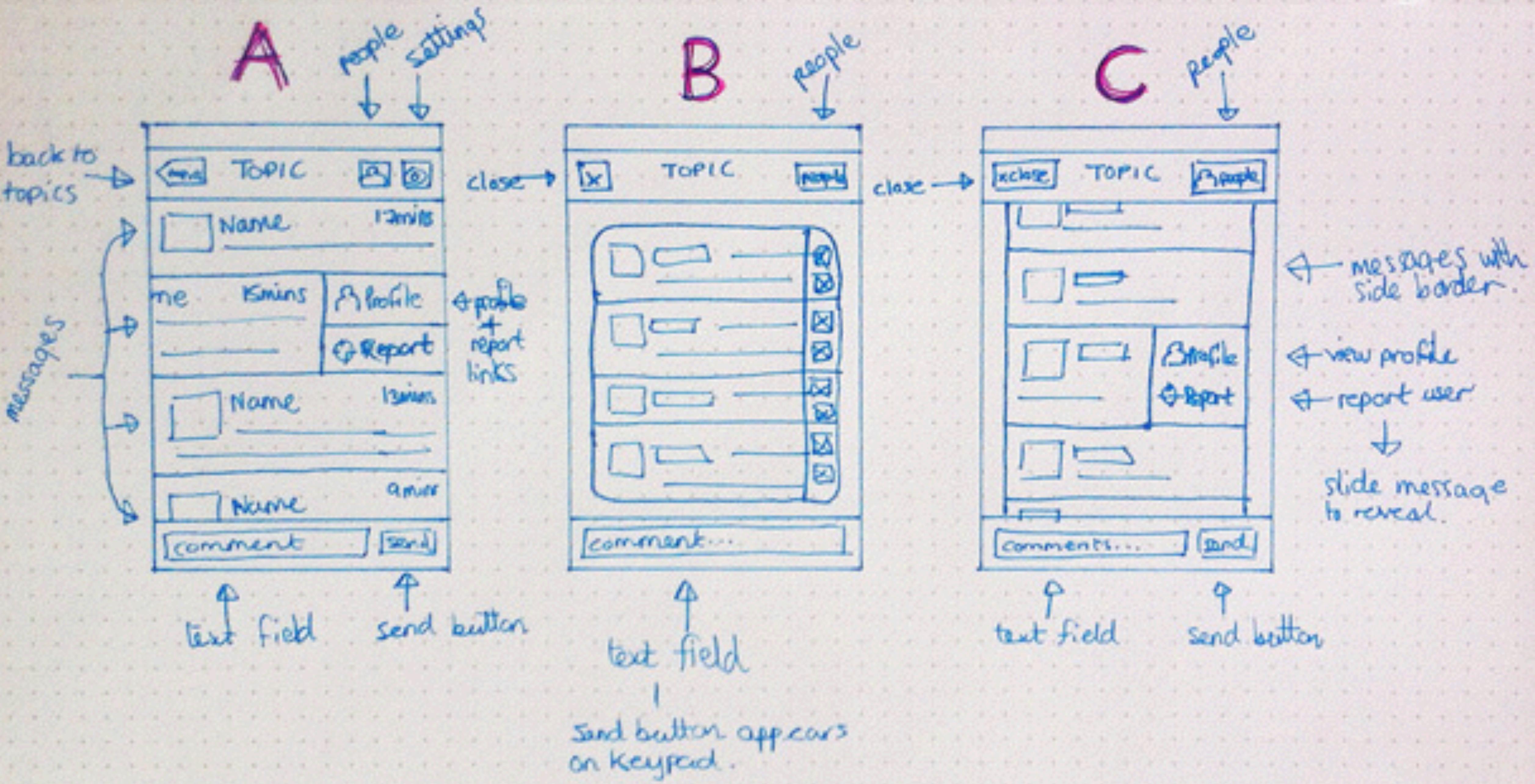
Sketches

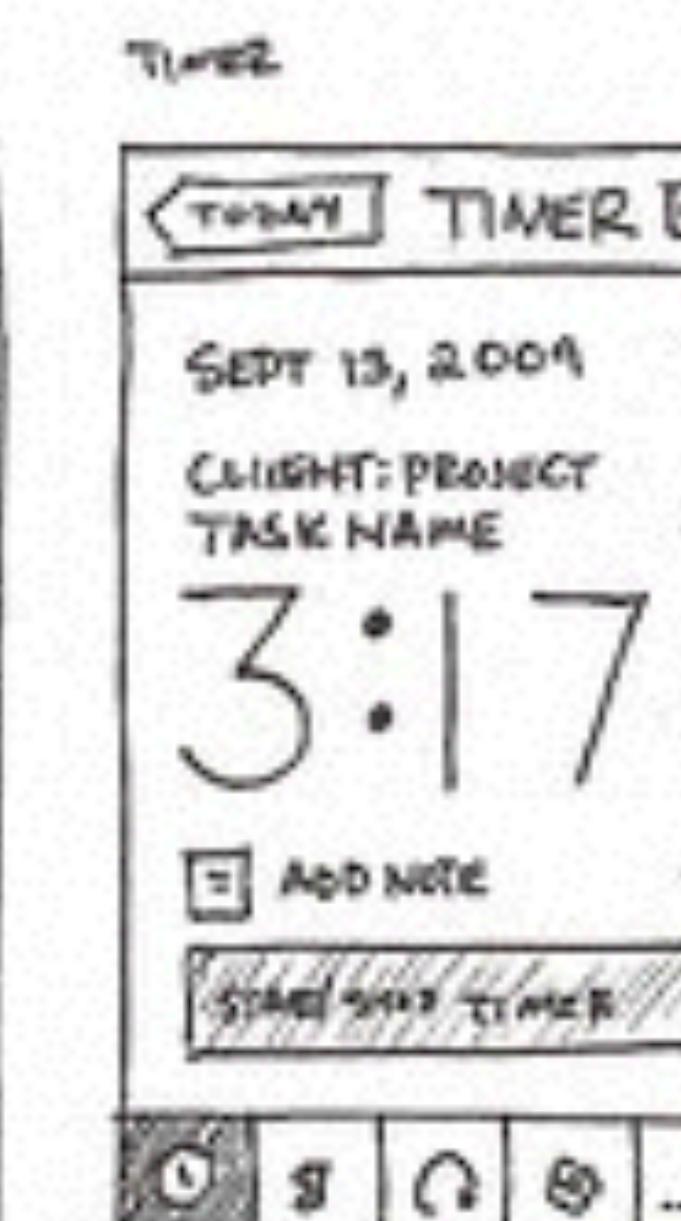
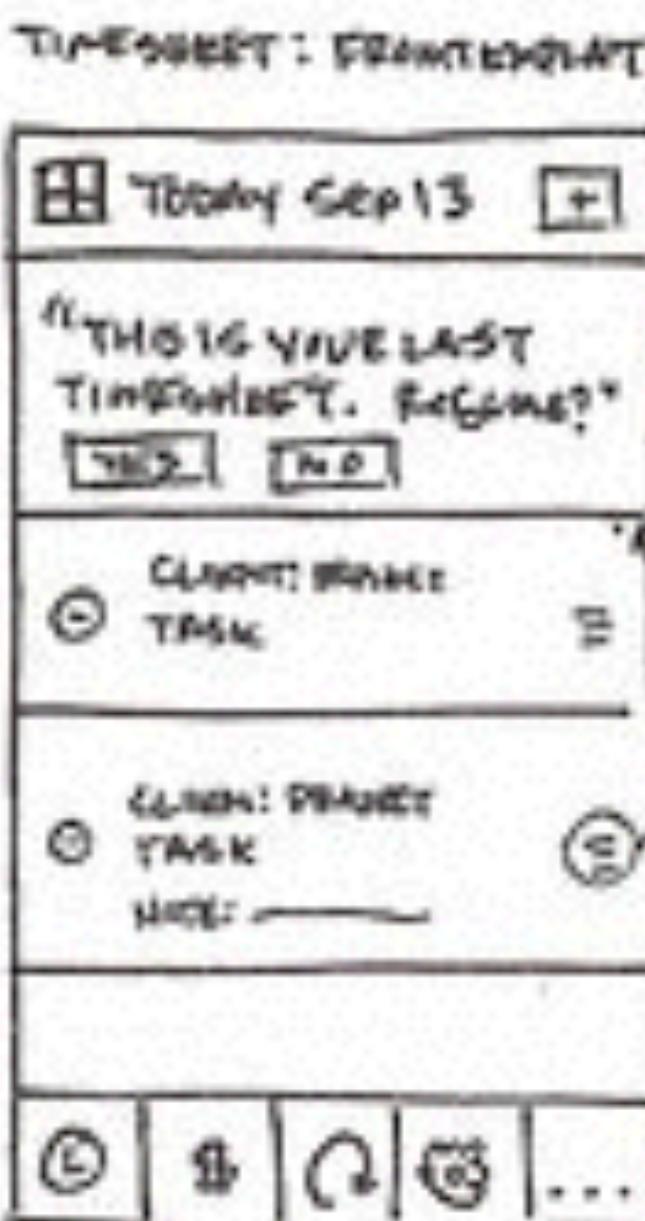




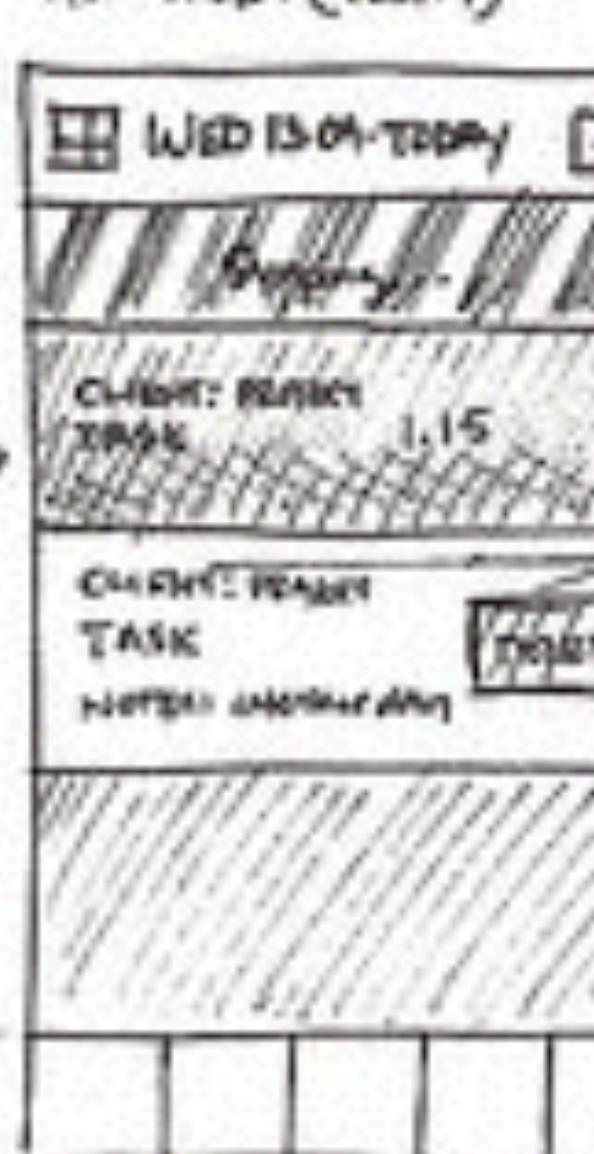
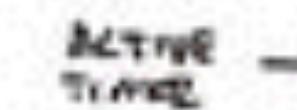


R. C. 10





(NOT BUILDING-PASS)



PERSON PAGE: FINAL NOTES

① STUDENTS
#1
#2
③ ADD STUDENT

COURSE INFO
ACCOM
TOTAL
COST ESTIMATE
SV1
SV2
ACCOM
TOTAL
COST
YEARLY EST
COST
YEARLY EST
HISTORY
COST
YEARLY EST
COST
YEARLY EST

② STUDENT: COURSE INFO ACCOM ADD STUDENT COST ESTIMATE STUDENT: JOHN WARMER SV1 SV2 ACCOM TOTAL COST
YEARLY EST HISTORICAL COST
YEARLY EST

③ STUDENT: COURSE INFO ACCOM ADD STUDENT COST ESTIMATE STUDENT: JOHN WARMER SV1 SV2 ACCOM TOTAL COST
YEARLY EST

(+) ADD PACKAGE
ADD STUDENT
COST ESTIMATE STUDENT: JOHN WARMER

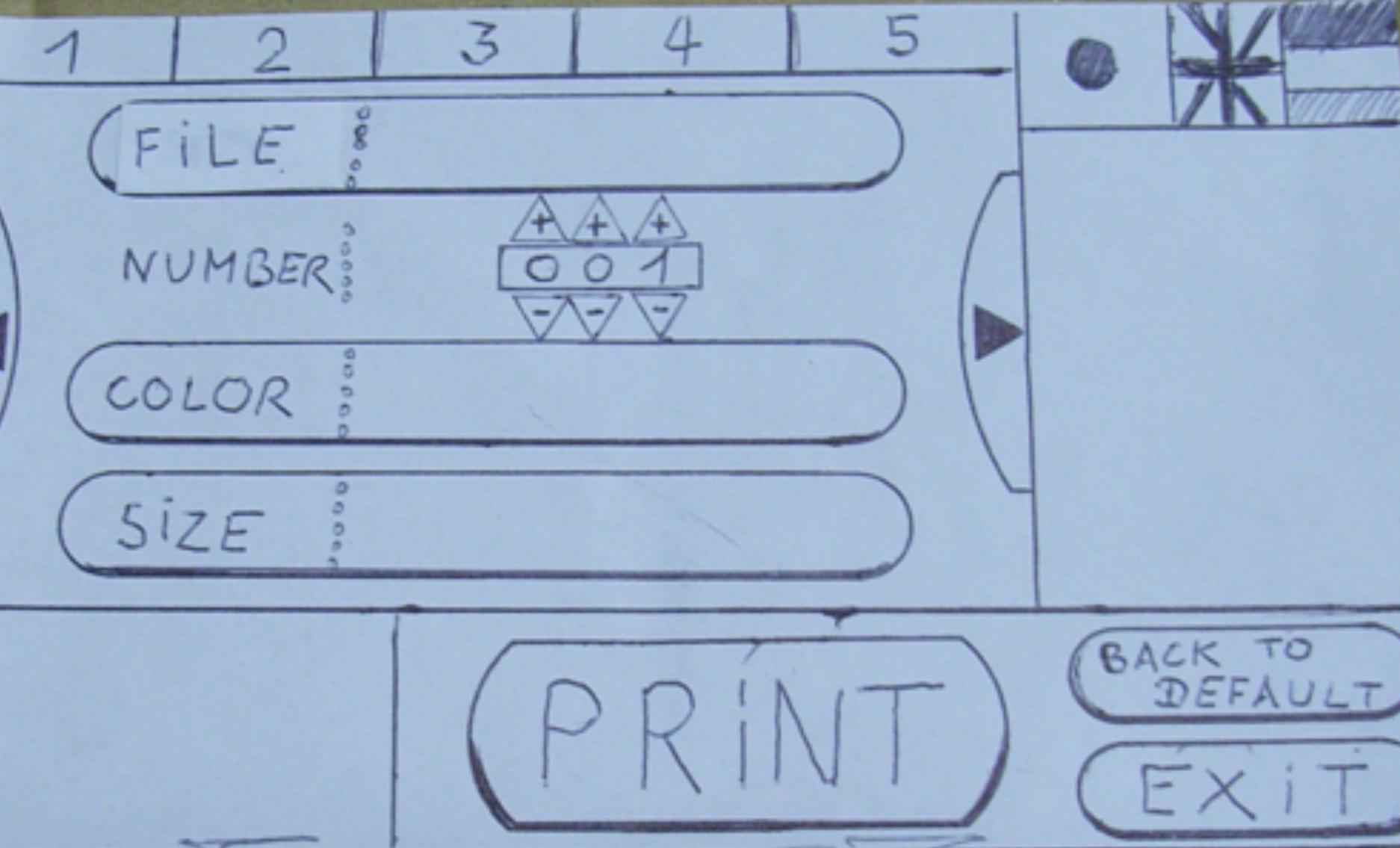
Reconcile "Add Student"

- Keep the Cost Estimate section, generally, the same.
- INCORPORATE OTHER NOTES...
- CAN THEY/do they want to Add multiple ACCOM's to the same course/package
- COST ESTIMATE (Rename)
PICKLIST - concept
→ does this make sense?
→ how often do SG's make multiple options?
→ AM I over-complicating?

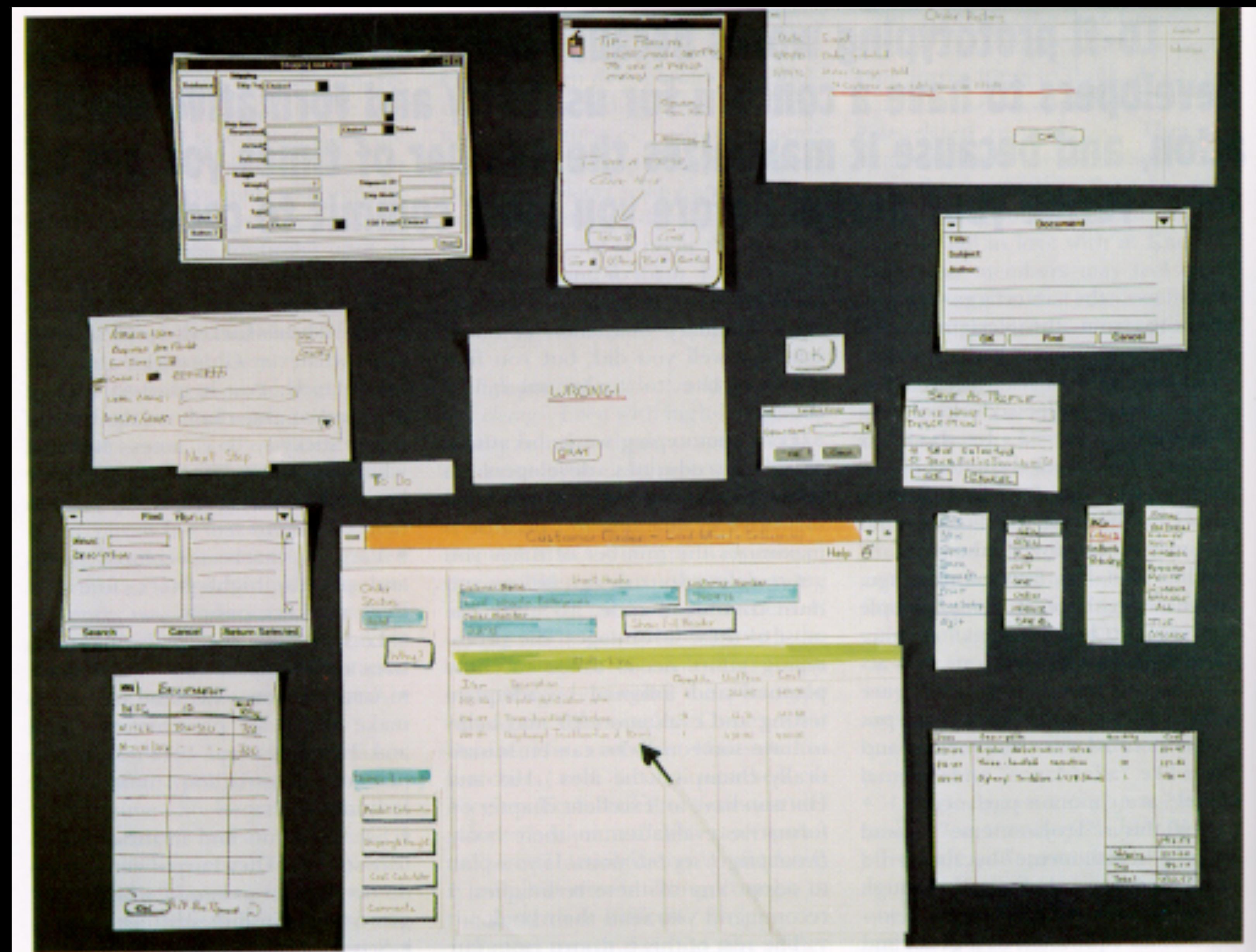
Paper & Physical Prototyping



VARIO





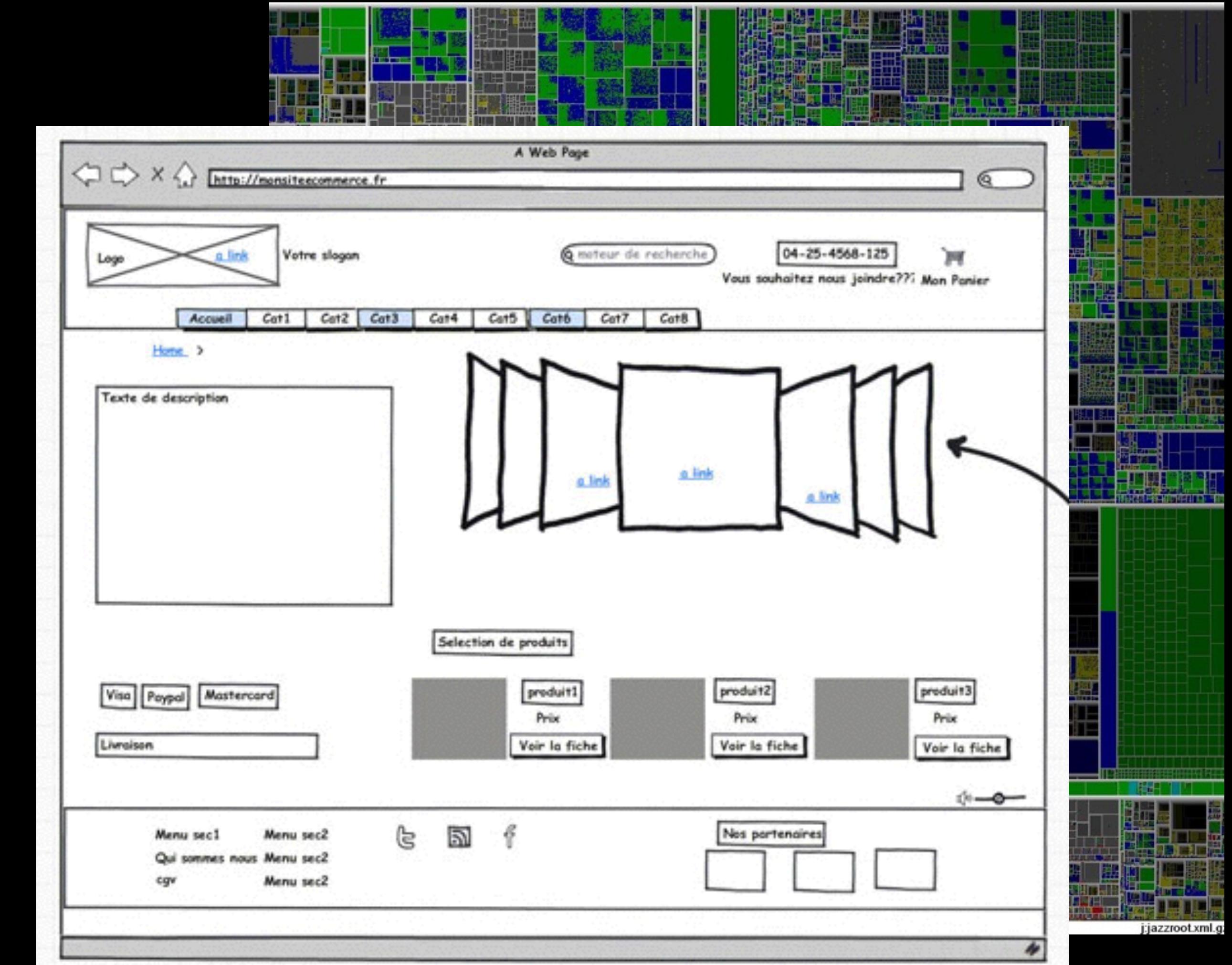




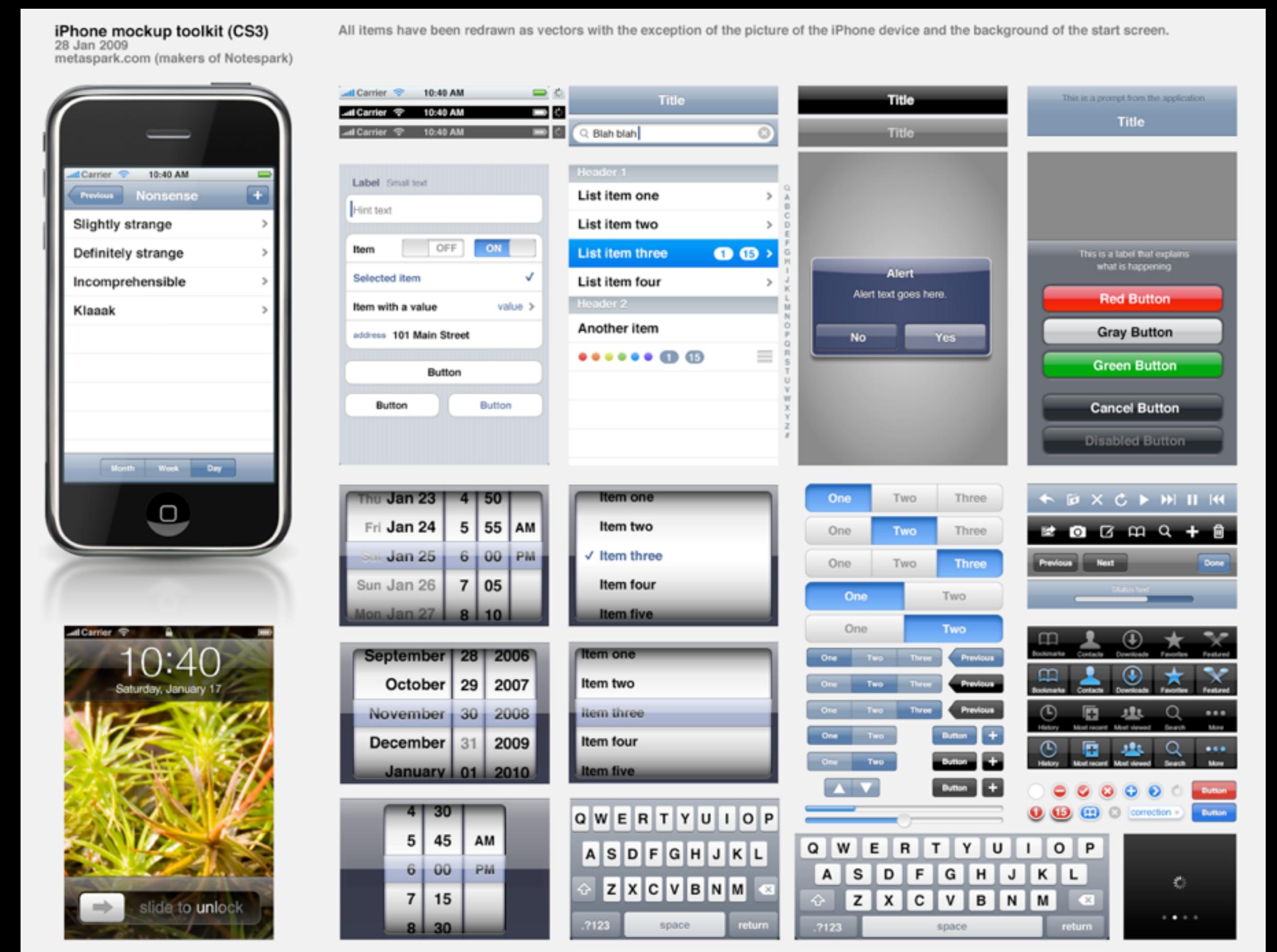
6/13/2002

Wireframe Prototypes

- Paper or digital
- Layout & functionality
- Tools :
 - OmniGraffle
 - Browser plugins
 - e.g. Pencil project



6. Prototypage : mockup

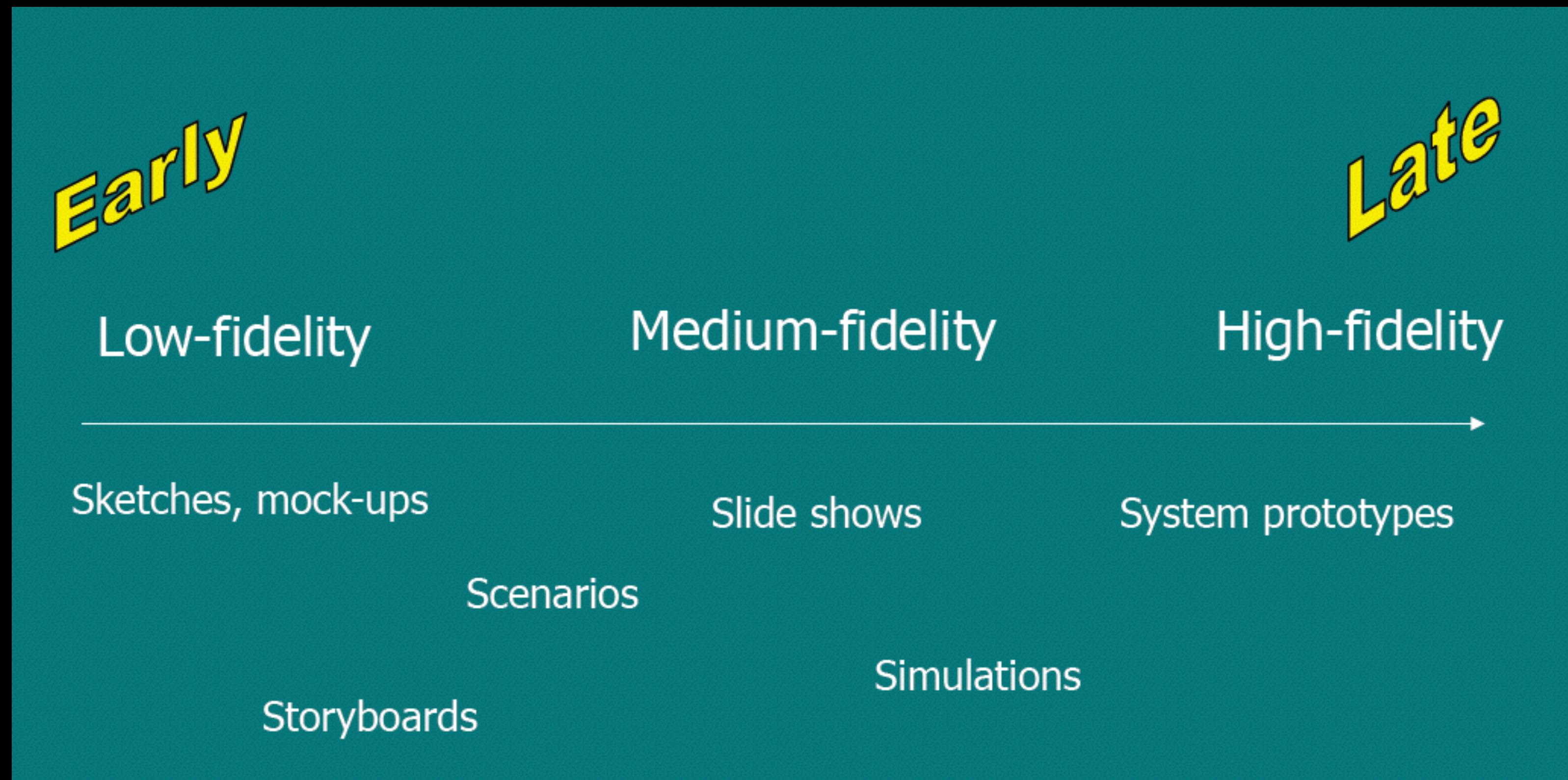


Wizard of Oz

- Simulate the system with a human wizard



Prototyping tools



Projet

Recolte de Besoins

- Identification des catégories d'utilisateurs
- Besoins de chaque type d'utilisateur
- Tâches ...

Prototypes sur Papier

- Commencer avec des sketches
- Ignorer les détails, concentrer sur l'*idée*
- Au moins trois idées différentes
- Élaborer chaque idée afin d'explorer l'interaction, le flot, ...

Why Test?

- Identify problems with software
- You are not your user
- The *earlier* you find your problems, the *cheaper* they are to fix

Evaluation Methods

- Experimental, Observational
 - Typically with users
 - Controlled experiments based on usability requirements
- Predictive
 - (without users)

Predictive Evaluation

- Idea:
 - Observational studies are expensive, time consuming
 - Let's predict rather than observe usage
 - Save resources (quick, cheap)

Approach

- Expert review
 - HCI professional (not a real user) interacts with the system, tries to find usability problems
- Ideally:
 - Has not used previous prototypes
 - Knows the problem domain
 - Understands the user's perspective

Predictive Evaluation Methods

- Heuristic Evaluation
- “Discount” usability testing
- Cognitive Walkthrough

Heuristic Evaluation

- Developed by Jakob Nielsen (www.useit.com)
- Several experts evaluate the system according to simple and general heuristics

Method

- Determine inputs
- Evaluate the system
- Collect observations
- Rank by severity

Inputs

- Who are the experts?
 - Learn domain, practices
- What is the prototype to evaluate?
 - Mock-ups, storyboards, ... or even a working system

- Reviewers evaluate system according to high-level usability principles :

Process

- Perform at least two passes
 - Look at each screen
 - Flow from screen to screen
- At each step, evaluate according to heuristics
- Look for problems:
 - Subjective (if you think its a problem, it is)

Debriefing

- Gather all identified problems
 - Identify which ones aren't really problems
 - Group, classify
 - Document and record the problems

Order by Severity

- Scale from 0 to 4
- Based on:
 - Frequency
 - Impact
 - Persistence
 - Market impact

Advantages

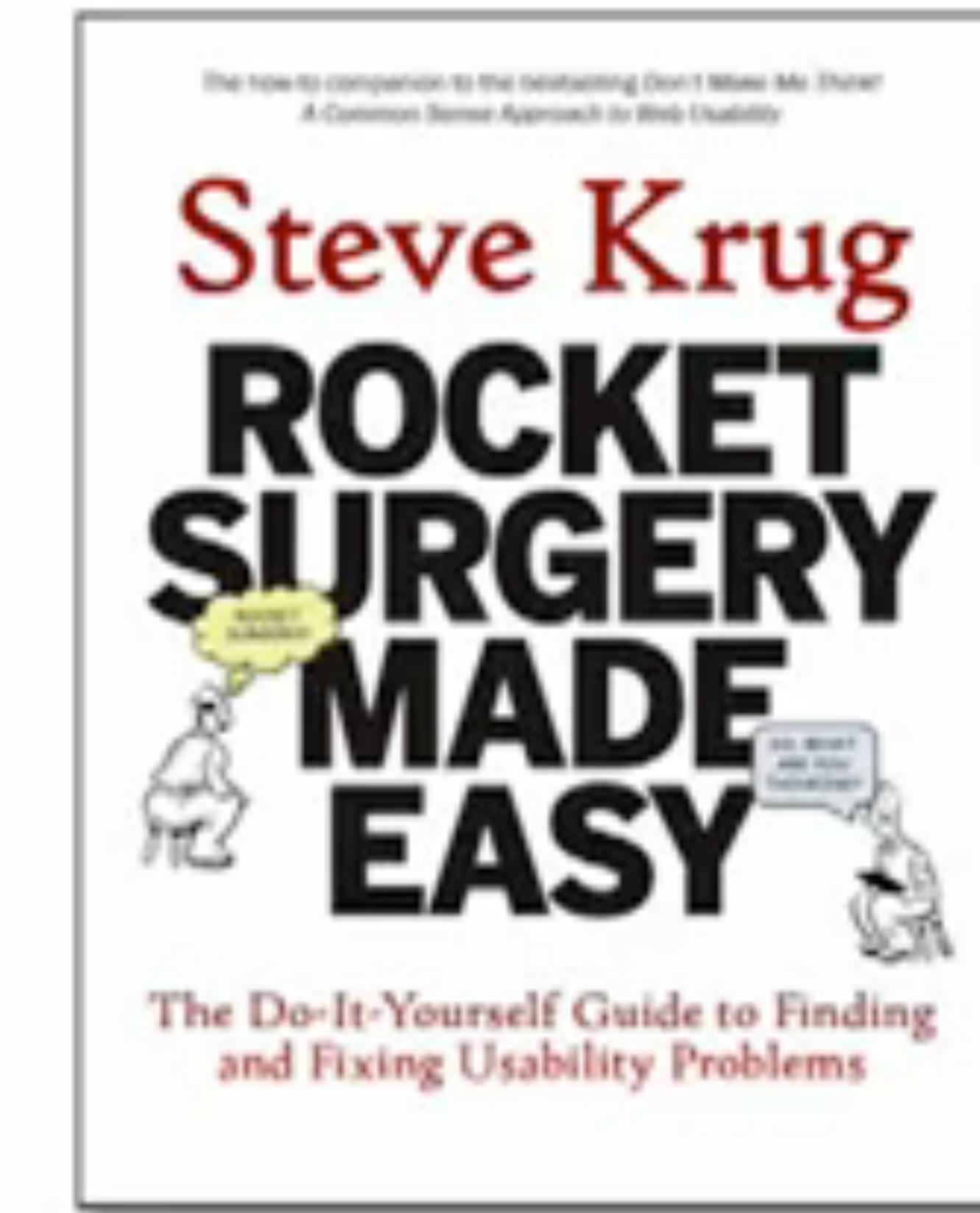
- Cheap, good for small companies that can't afford more
- Can be performed on mockups
- Experienced evaluators ideal
- According to Nielson, 5 evaluators finds 75% of problems

Limitations

- Evaluation is subjective, depends on reviewer expertise
- Are these the right heuristics?
- Are the identified problems really problems?

Demo Usability Test

for readers of



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