# Human-Computer

# Interaction Design

COGS120/CSE170 - "Intro. HCI"

Instructor: Philip Guo

Week 3 - Heuristic Evaluation (2016-10-11)

some slides adapted from Scott Klemmer's Intro. HCl course

### Learning Objective

to quickly and cheaply identify problems in a user interface using heuristic evaluation.

### Outline

- What is heuristic evaluation?
- Ten example design heuristics
- Heuristic evaluation in-class activity

# Last week: Prototypes facilitate conversations. Conversations often contain critiques

Fidelity (realism)

Interactive
Prototypes
(e.g., web app
with fake data)
Mock-ups

(e.g., Photoshop,

PowerPoint)

Paper Prototypes

Storyboards

Time

# Today's main question: How can you tell whether a (prototype) user interface is good or not?

(this isn't a rhetorical question ... what do you think?)

Controlled usability experiments, formal models, online deployments & data analysis, A/B tests, surveys, interviews, etc., can be complex, expensive, and time-consuming.

It would be useful to have a fast and cheap way to evaluate user interfaces.

How about just stare at the UI and start critiquing?

Problem with staring-andcritiquing: people tend to ramble if they don't have a common vocabulary to orient and ground their conversations.

# Today's second question: How can you communicate your criticisms in an easy-tounderstand way?

We want a common vocabulary to orient and ground design critiques so that everyone is on the same page.

### What is a heuristic?

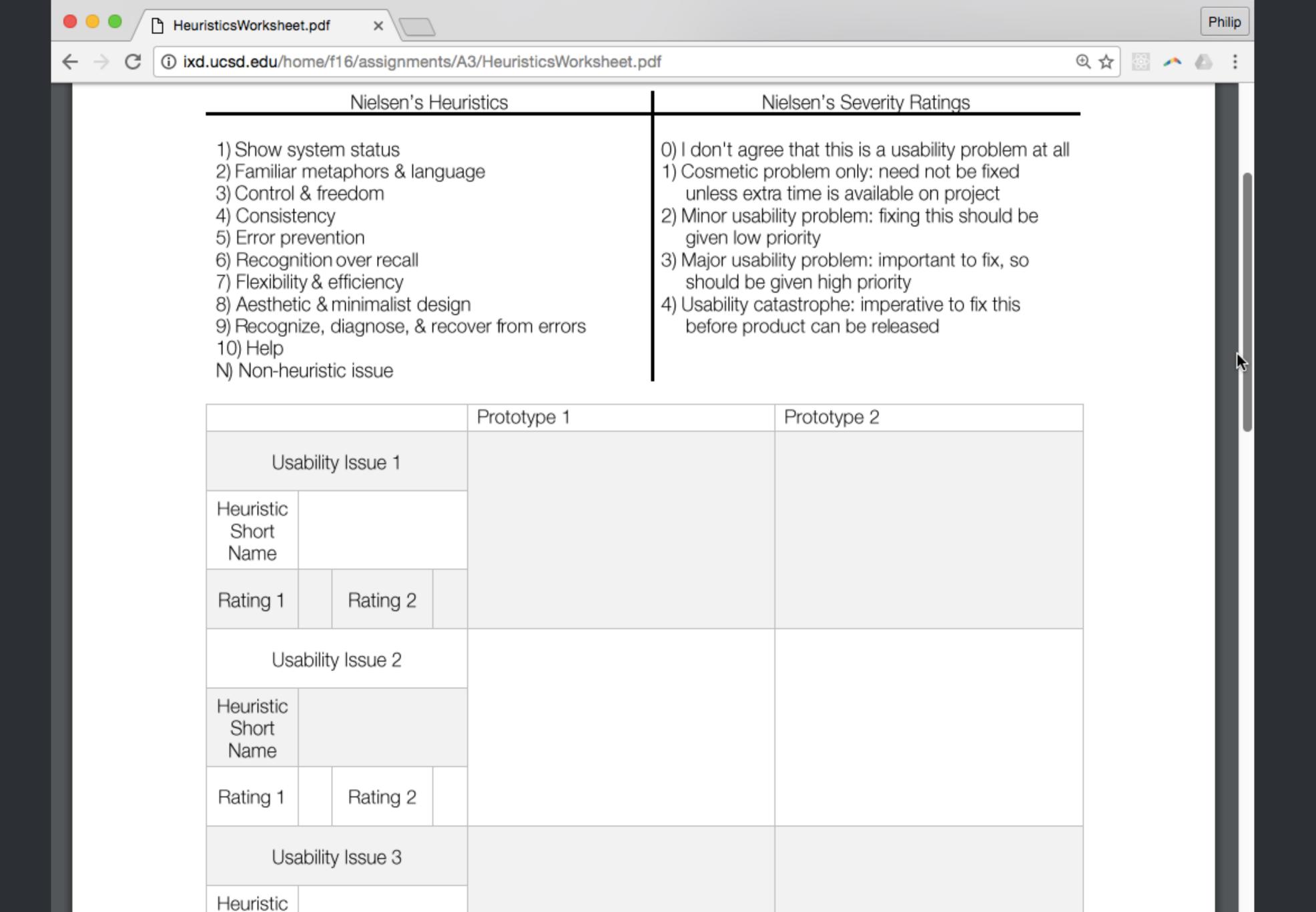
A guideline, rule, or technique that works well in practice, even though it cannot be proven to be optimal in any formal sense.

# Heuristic evaluation = Look for problems in a user interface using a set of heuristics

### How to do heuristic evaluation:

- have a set of design heuristics in mind
- manually walk through the user interface and look for *violations* of those heuristics
  - mark down severity level for each violation
- use the heuristics to communicate your critiques in an easy-to-understand way
- if you have multiple evaluators, everyone does it independently then discuss together

#### Heuristics serve as a vocabulary for critiques.



### Ten Design Heuristics

(These are widely-accepted but not an authoritative list; adapt accordingly.)

#### UNDERSTANDING

#### Consistency





#### **ACTION**







#### FEEDBACK









Question from beginning of lecture: How can you communicate your criticisms in an easy-tounderstand way?

Critique without heuristics: "I don't like this part of the UI because <br/>
<br/>
<br/>
like this part of the UI because <br/>
<br/

Heuristic evaluation: "This part of the UI violates 'Recognition Over Recall' because of X, Y, and Z."

#### Ten Design Heuristics

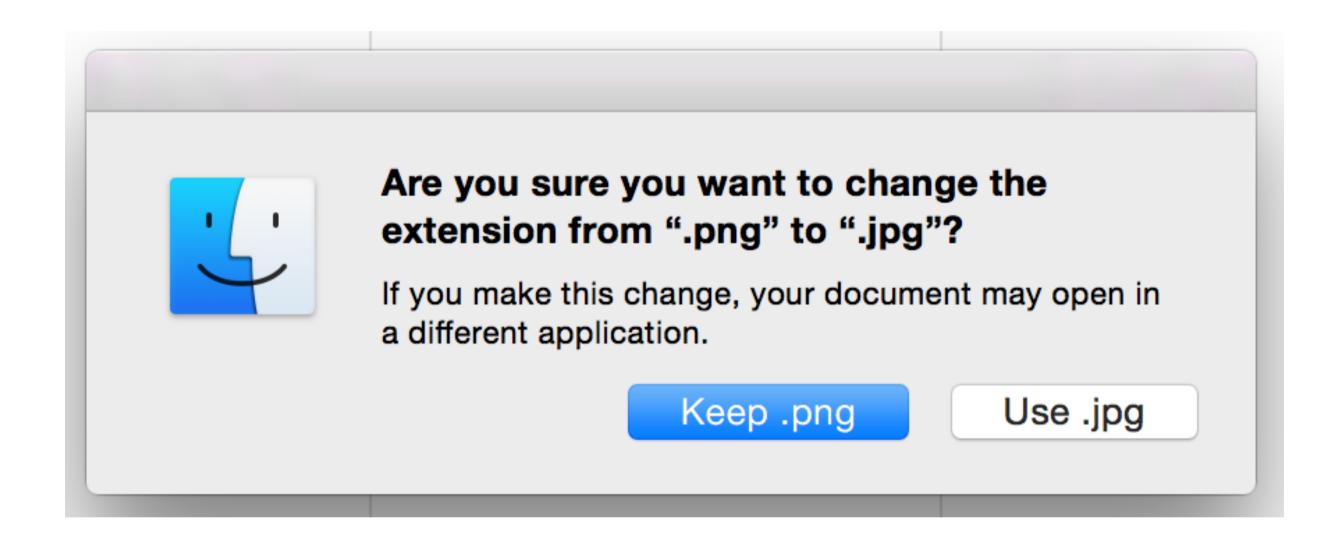
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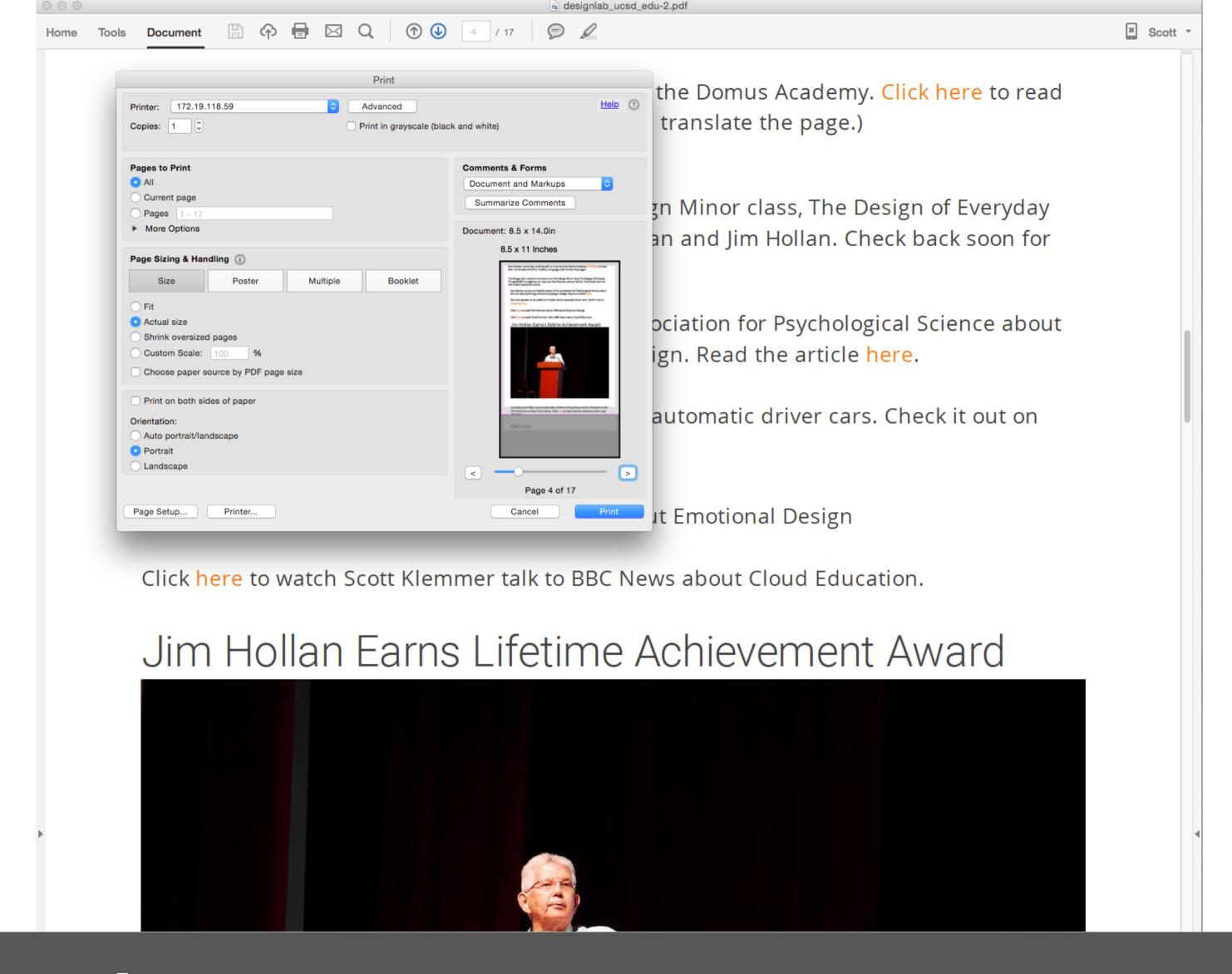
#### UNDERSTANDING



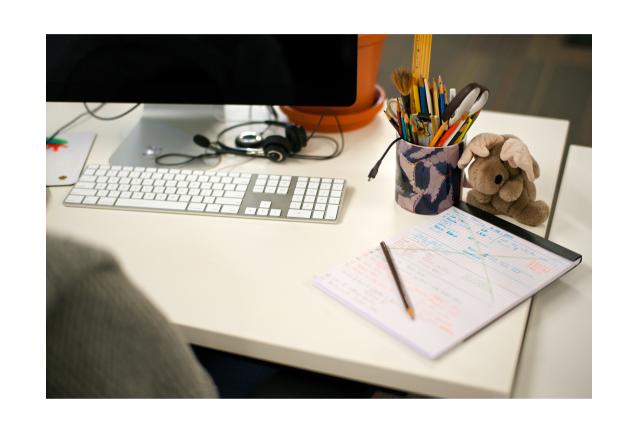








### Metaphors Familiar metaphors & language







Desktop Folder Cart



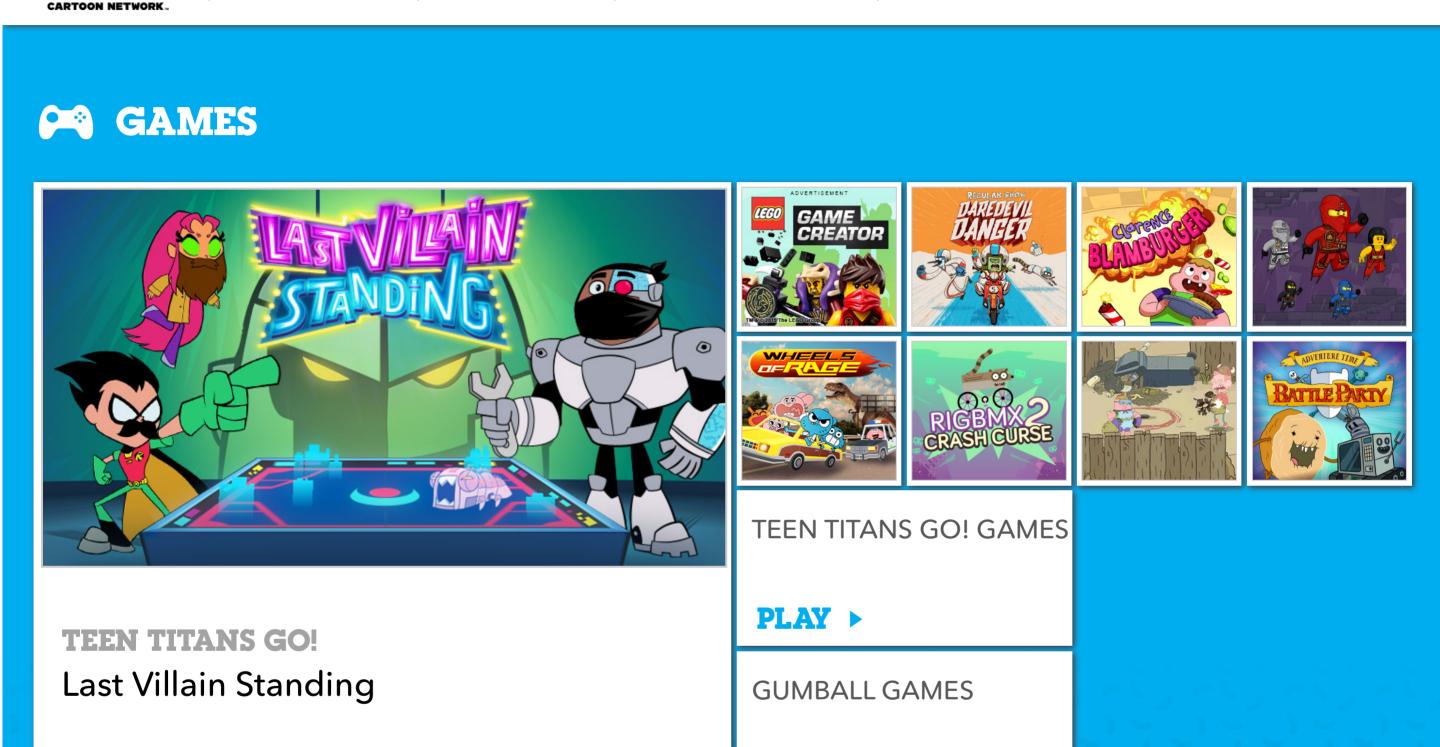
GAMES ▼

VIDEO ▼

**COMMUNITY** 



SEARCH



#### Familiar language Familiar metaphors & language

http://www.cartoonnetwork.com/



### Signal to noise Clean & Functional Design

LINGsCARS.com

### Ten Design Heuristics

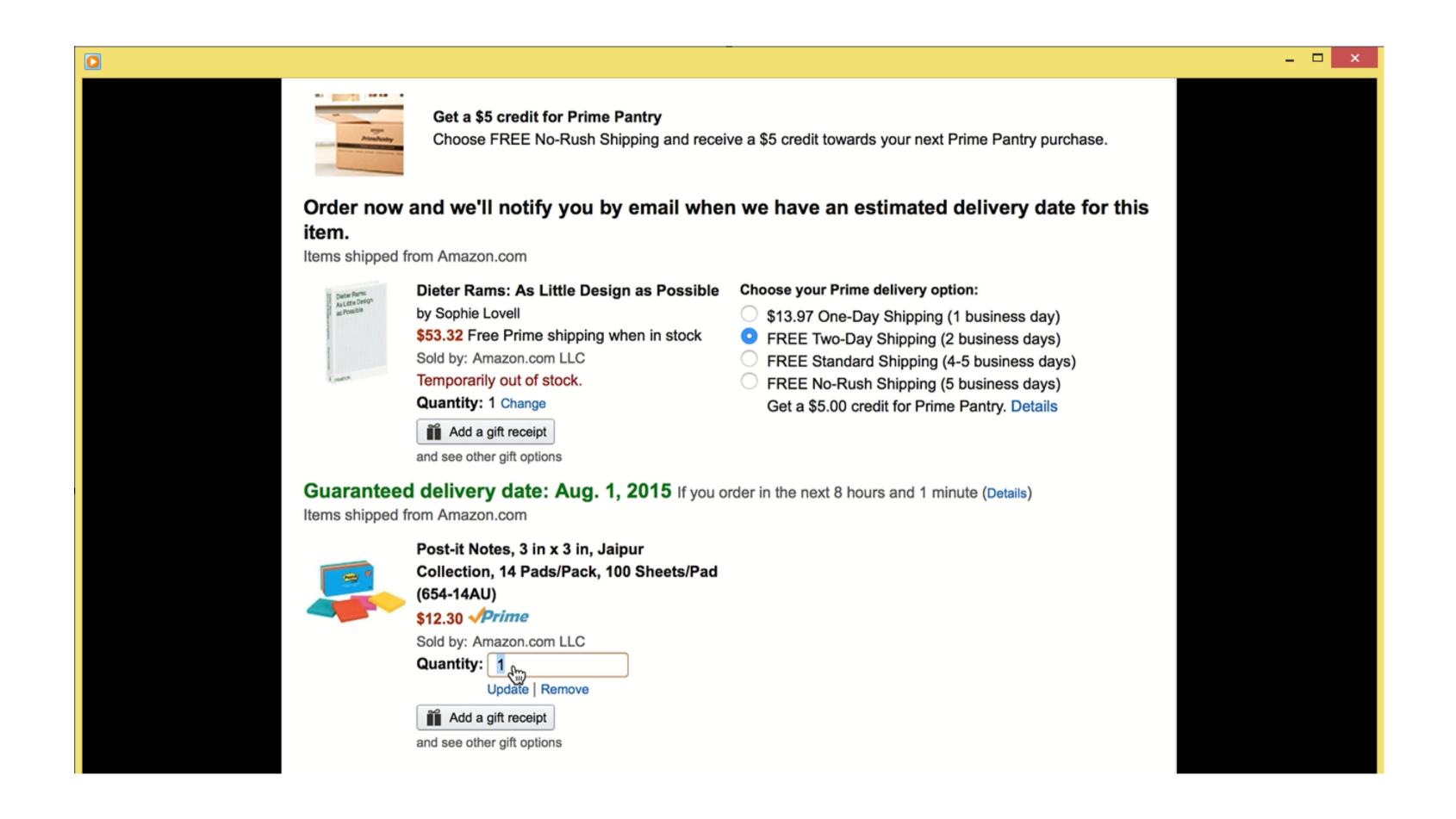
(These are widely-accepted but not an authoritative list; adapt accordingly.)

#### **ACTION**





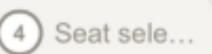










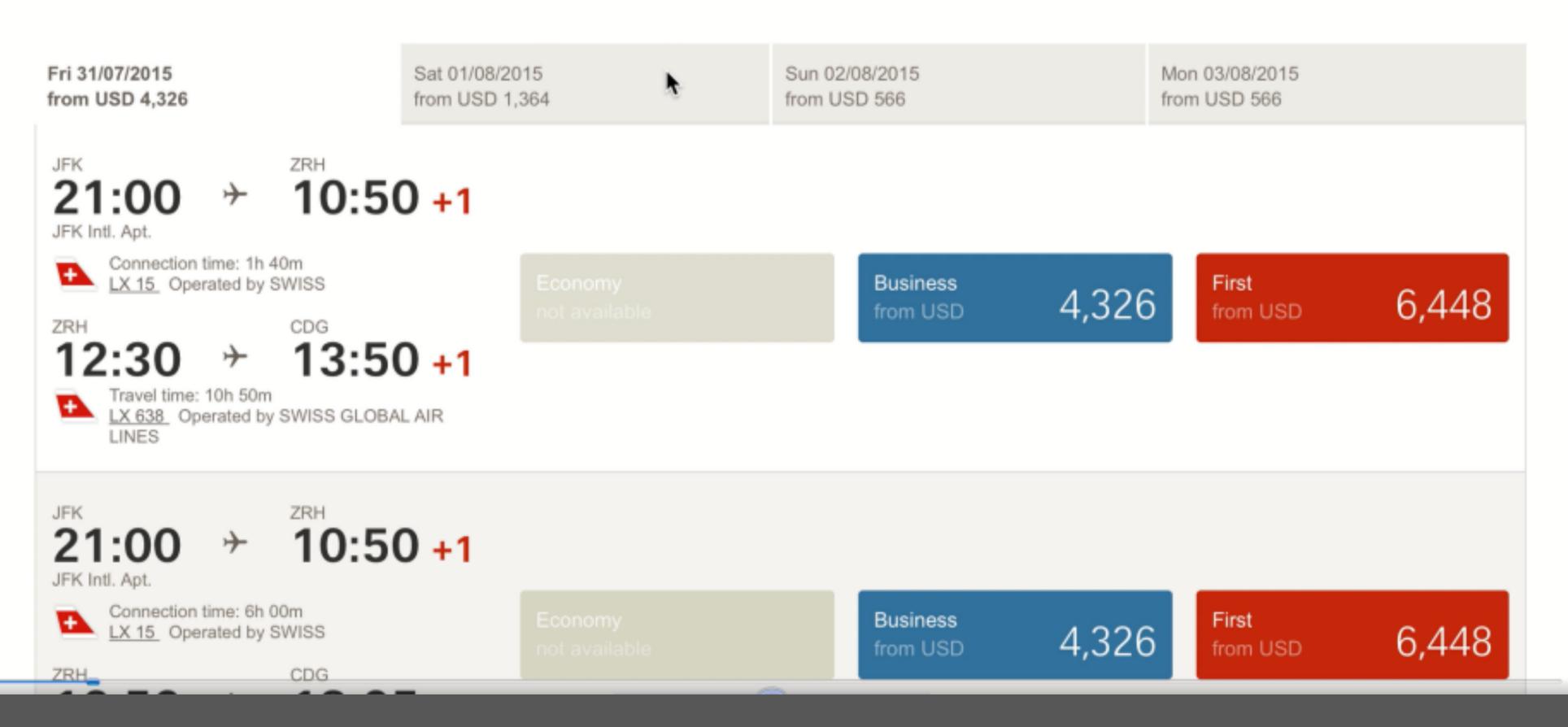




6 Your details

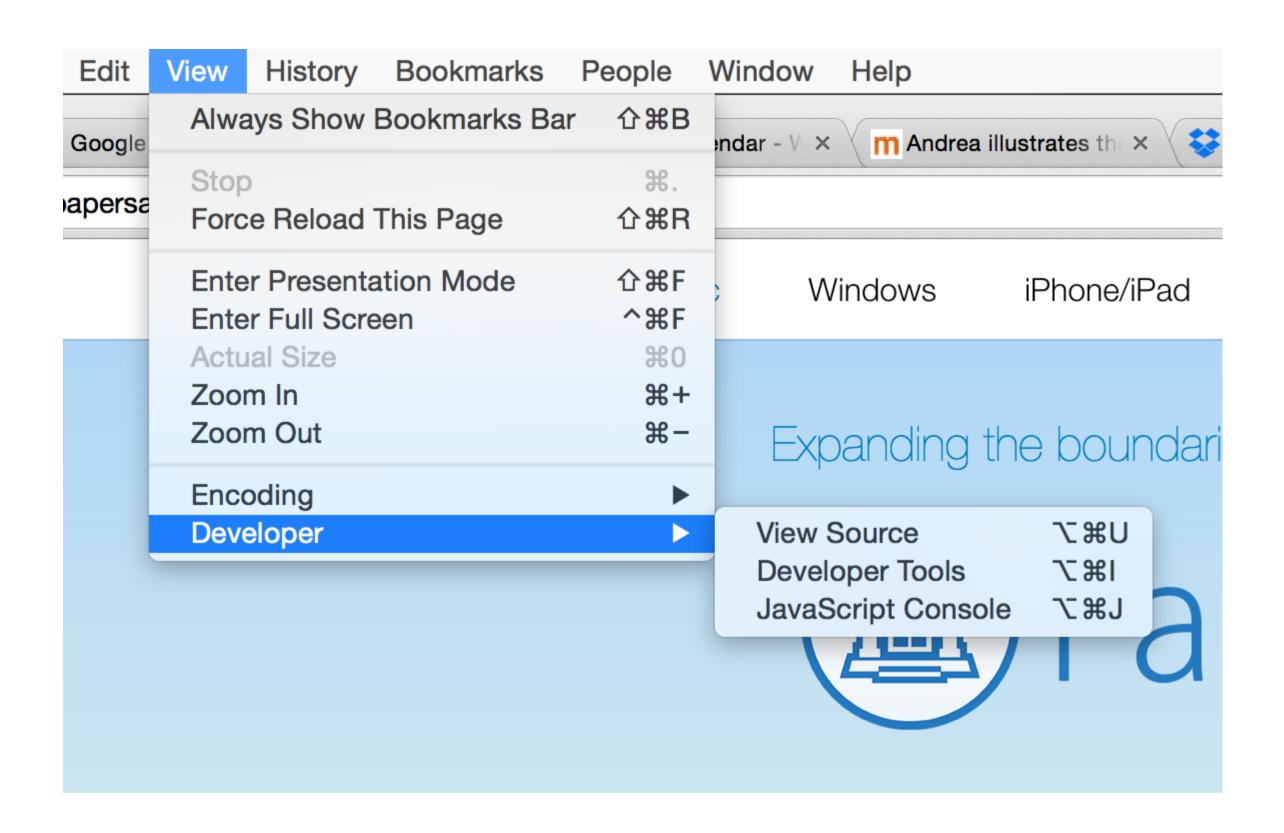


#### **New York → Paris**

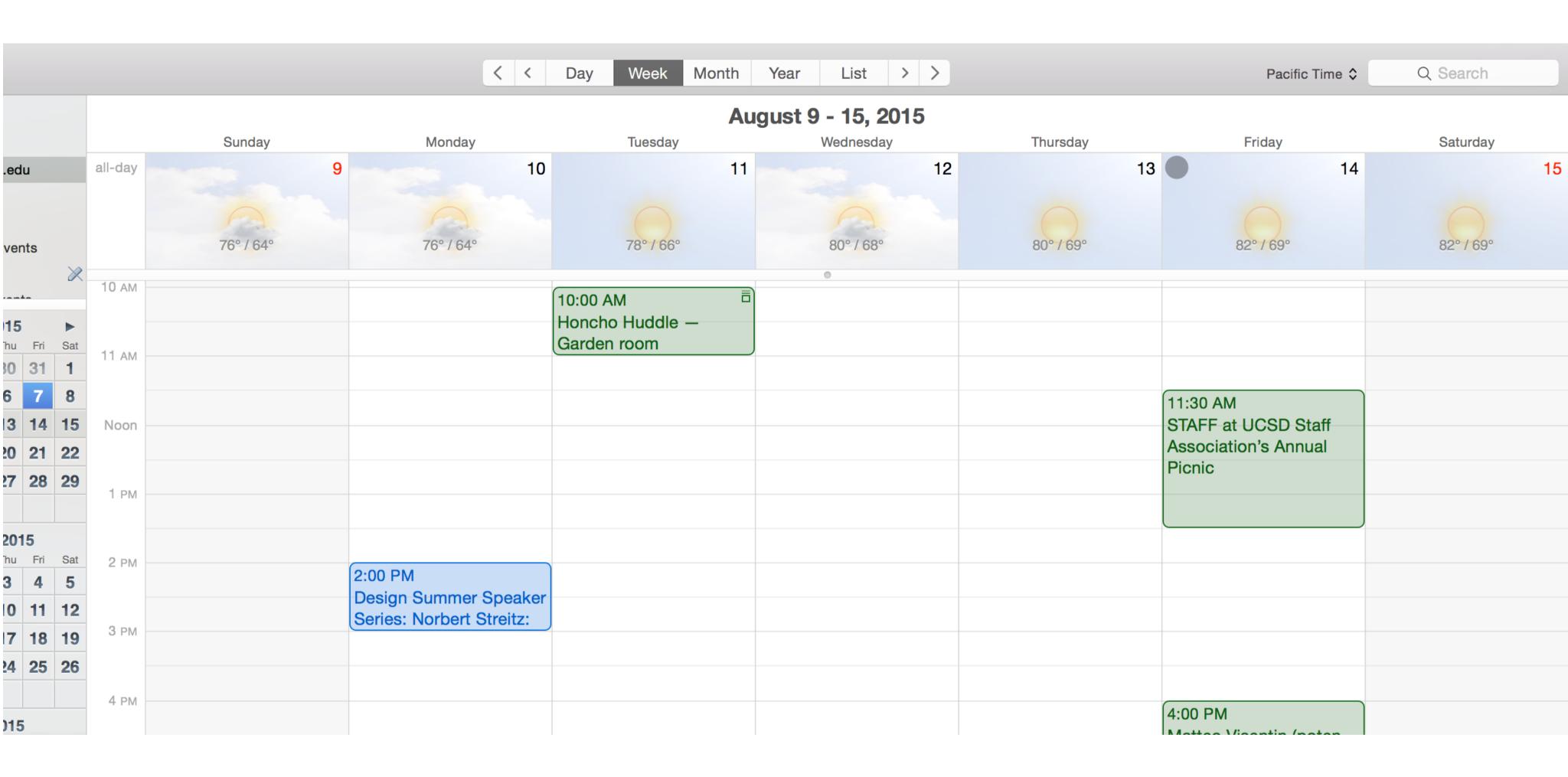


### **Exploring alternatives**Freedom

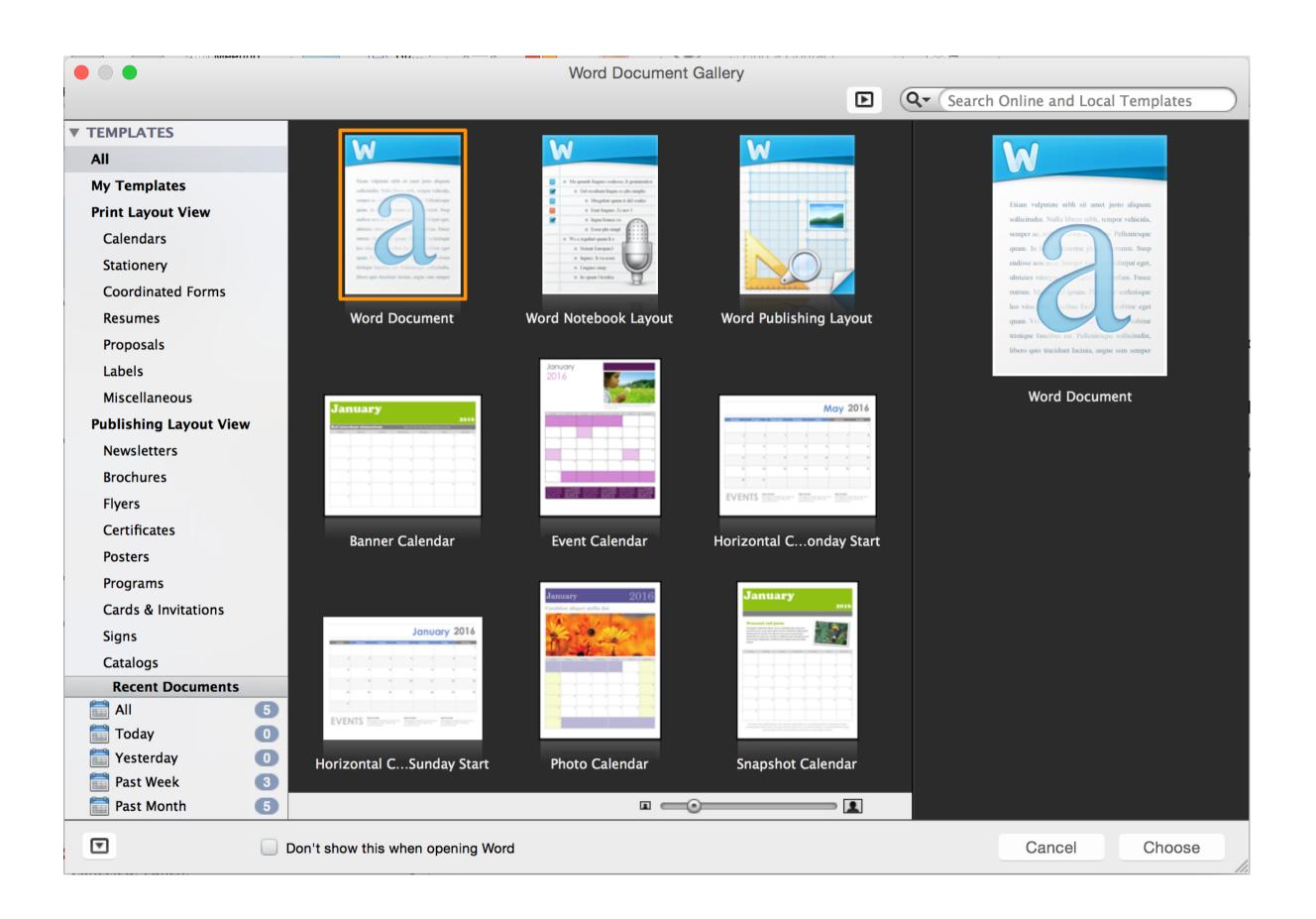
Swiss International Airline Ltd.



# Keyboard shortcuts Flexibility



### Ambient information Flexibility



#### Ten Design Heuristics

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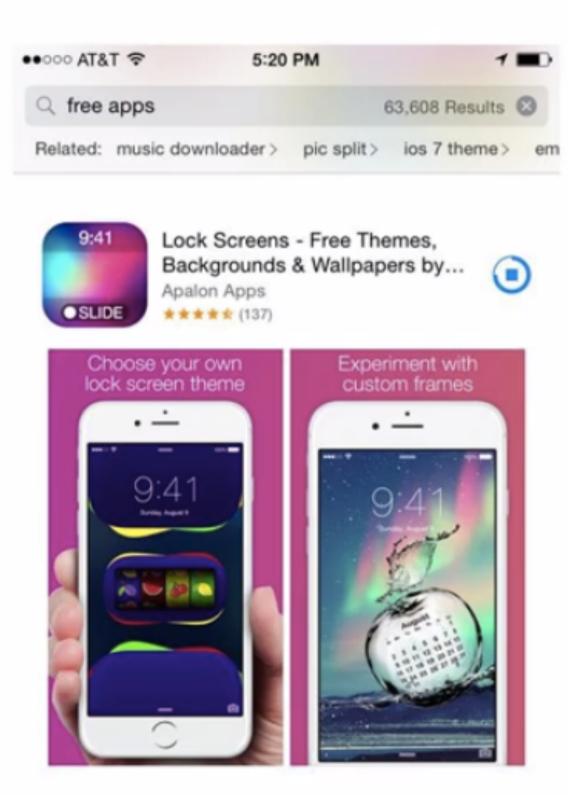
#### **FEEDBACK**

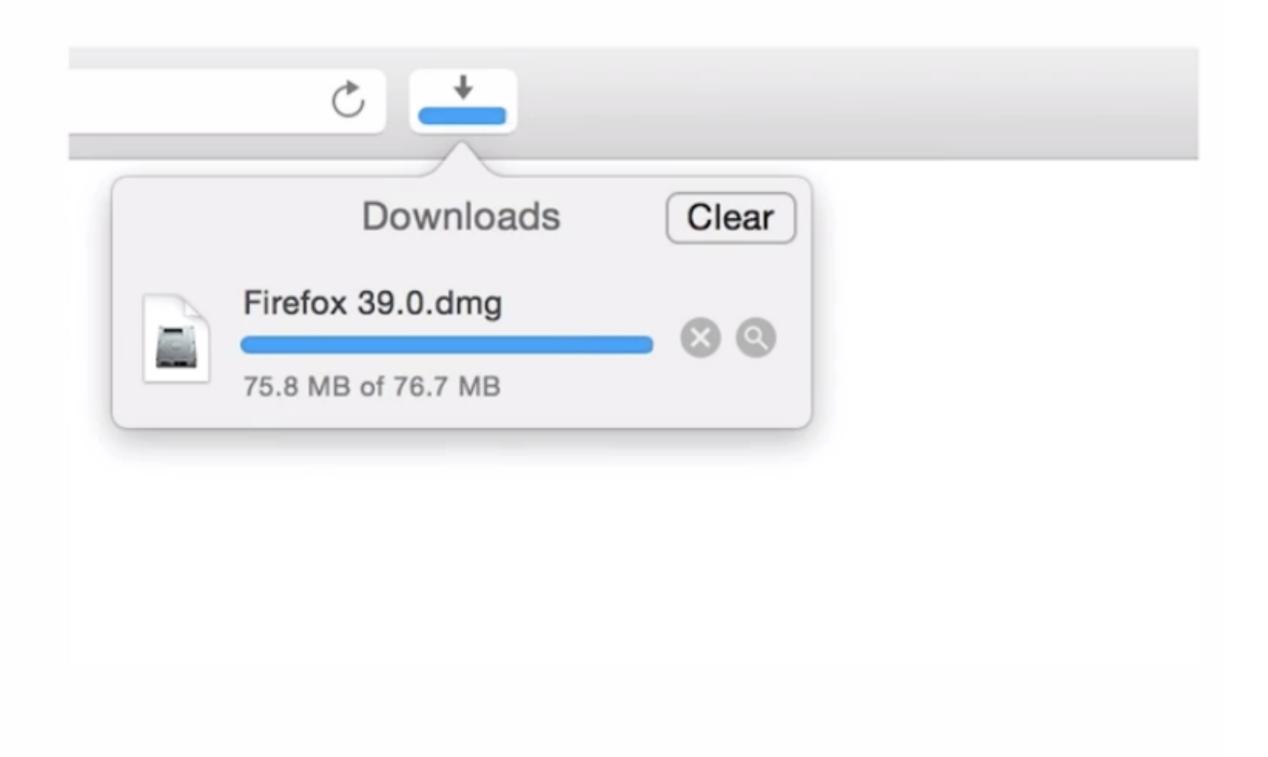


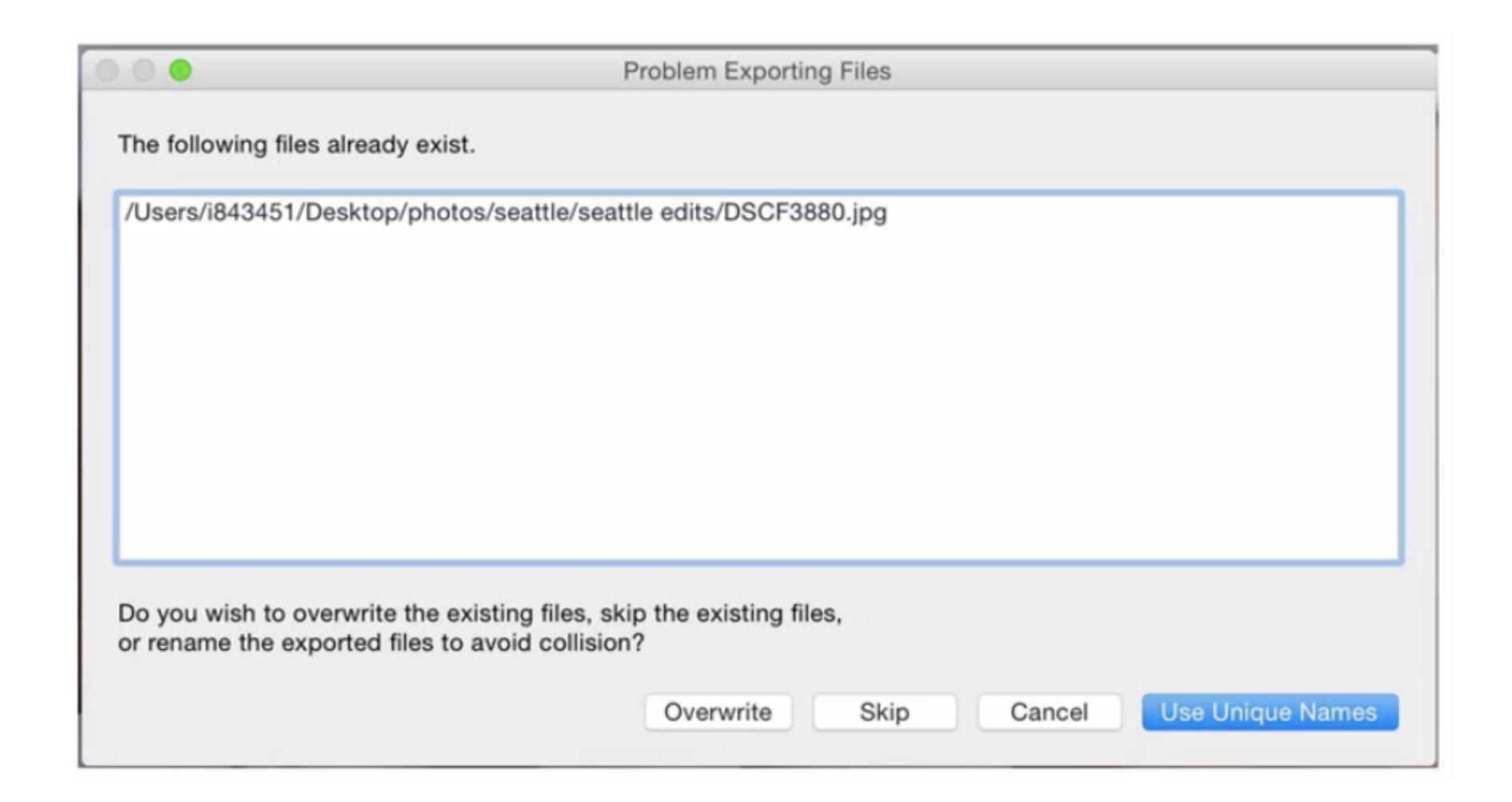


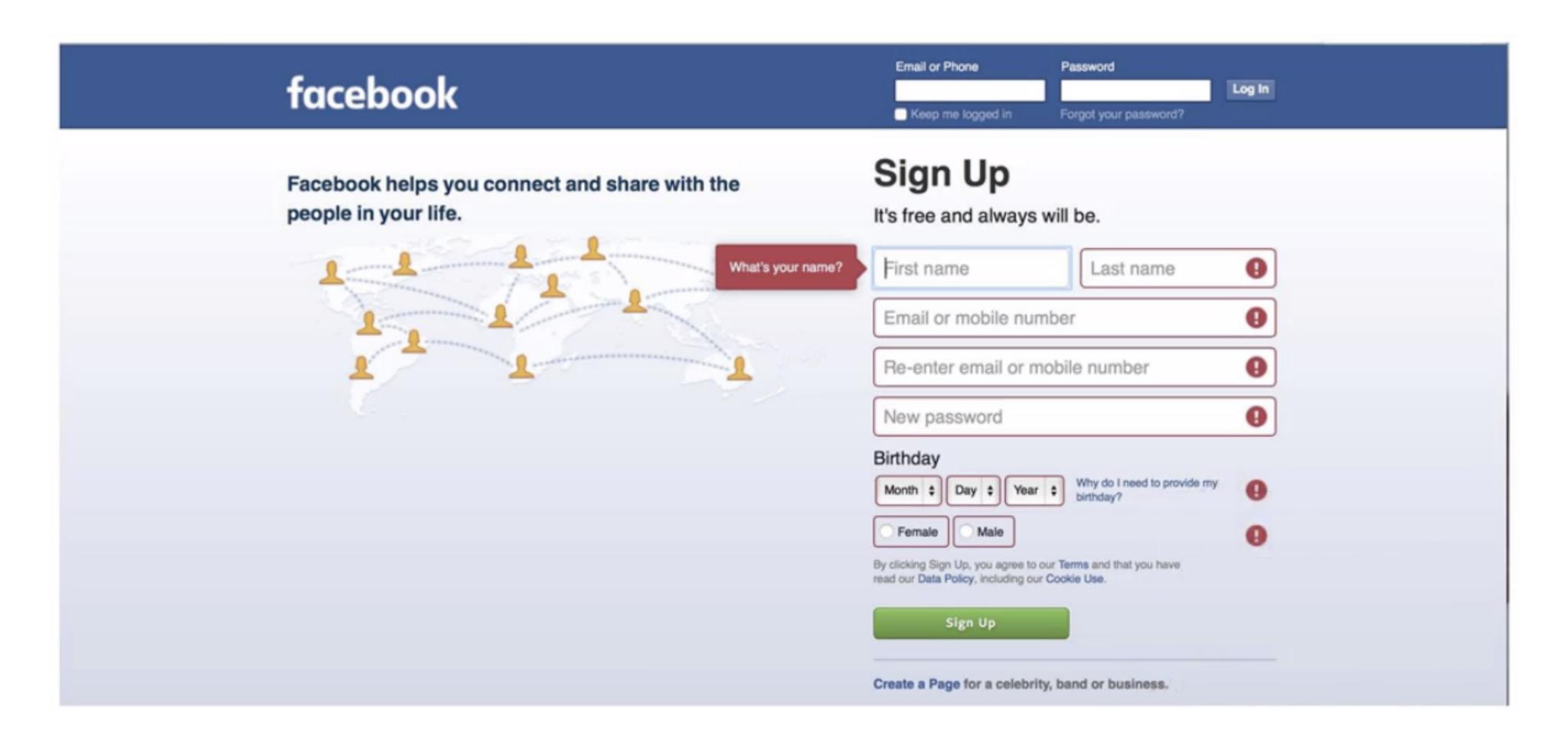




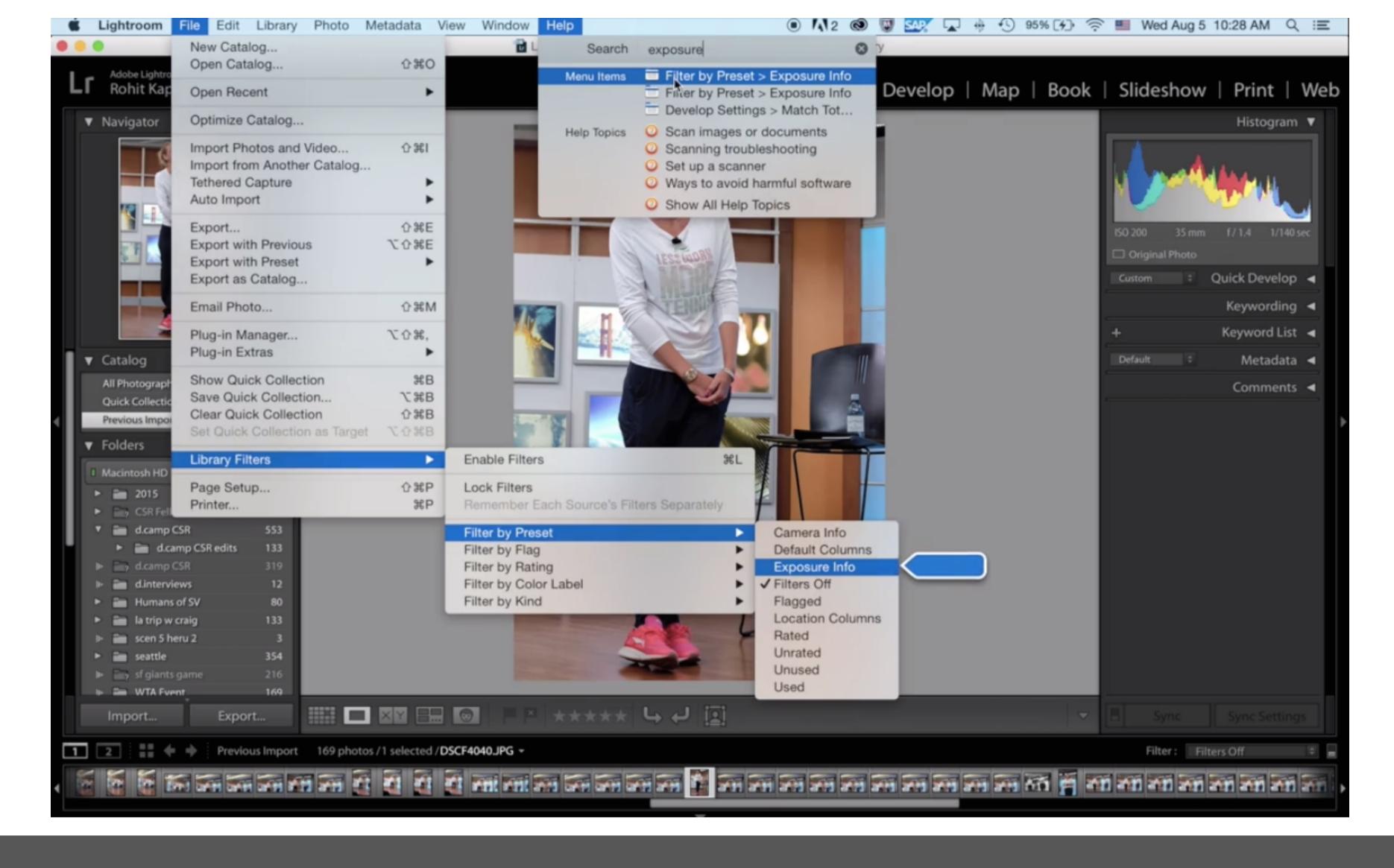








## Guide user to recover Support Error Recovery



#### Search then preview menus Provide Help

Some of these examples were framed as positives to strive for. But for your assignment, you need to explicitly look for violations of heuristics in your classmates' prototypes. Don't hold back!

### OKYOURTURN!

# IN-CLASS HEURISTIC EVALUATION ACTIVITY

(designed along with TA Shawn Kang, Fall 2016)

Heuristic evaluation of popular websites; do this by yourself as practice for Assignment 3 ...

- Visit this URL: <a href="http://shoutkey.com/start">http://shoutkey.com/start</a>
- Do one at a time for ~5 minutes by yourself, then we will discuss as a class

### Learning Objective

to quickly and cheaply identify problems in a user interface using heuristic evaluation.

### TODOs after class

- Keep up with Piazza and course website for future assignments due every week
- Make sure you're on Piazza & Gradescope