

Exercise 6

Task 1:

Talking about evaluation many important terms are used. Explain shortly each of the following:

- Formative vs. Summative Evaluation
- Qualitative vs. Quantitative Data
- Within-Subject Design vs. Between-Subject Design

Task 2:

Name an example (not yet named in the lecture) for each of the ten usability heuristics by Nielsen (Slide 19 from the lecture).

Task 3:

Choose an own example of a user interface. Go through the ten usability heuristics (Nielsen) and explain which criteria apply and which not and give reasons for your answers. Let us know which user interface you chose. If it's not very well known or we don't have access to it (e.g. the interface of a specific mobile device) include at least one screenshot.

Task 4:

In the lecture you heard about the Keystroke-Level Model (KLM). Calculate the estimated total time in two different ways (e.g. using keyboard shortcuts vs. using the mouse) for the following task:

The user has two icons on his windows desktop, a file and a folder. The user wants to rename the file from "uebung6" to "exercise6". Afterwards he wants to move the file into the folder named "interaction design". Both icons are visible and can be pointed to. No icon is selected before he starts the task. Hands start and end at the keyboard.

Task 5:

Explain the quote "Usability checklists and inspections can produce rapid feedback, but may call attention to problems that are infrequent or atypical in real world use." from Rosson/Carroll

Submission

Submit your solution as PDF or TXT to UniWorx (<http://www.pst.ifi.lmu.de/uniworx>).

Deadline: 04.07.2011 10:00am