# **Cornell University Computing and Information Science**

CS 5150 Software Engineering
Usability and User Interfaces

William Y. Arms

# **Human Computer Interaction**

Human Computer Interaction is the academic discipline that studies how people interact with computers.

The Information Science and Communication departments offer a series of courses in Human Computer Interaction and have major research programs in this area.

# The Importance of User Interface Design

# A computer system is only as good as the interface it provides to its users

- Appropriate functionality, easy navigation, elegant design, and fast response times make a measurable difference to a system's effectiveness
- If a system is hard to use:
  - ⇒ users may fail to find important results, or mis-interpret what they do find
  - ⇒ users may give up in disgust

#### Good support for users is more than a cosmetic flourish

- Usability is more than user interface design.
- Developing good user interfaces needs skill and time.

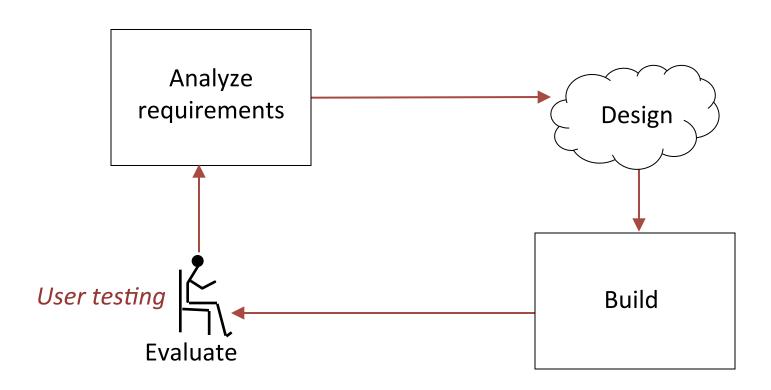
# **Development Processes for User Interfaces**

It is almost impossible to specify an interactive or graphical interface in a textual document.

- Requirements benefit from sketches, comparison with existing systems, etc.
- Designs should include graphical elements and benefit from a mock-up or other form of prototype.
- User interfaces must be tested with users. Expect to change the requirements and design as the result of testing.
- Schedules should include user testing and time to make changes.

Whatever process you use to develop a software system, the development of the user interface is always iterative.

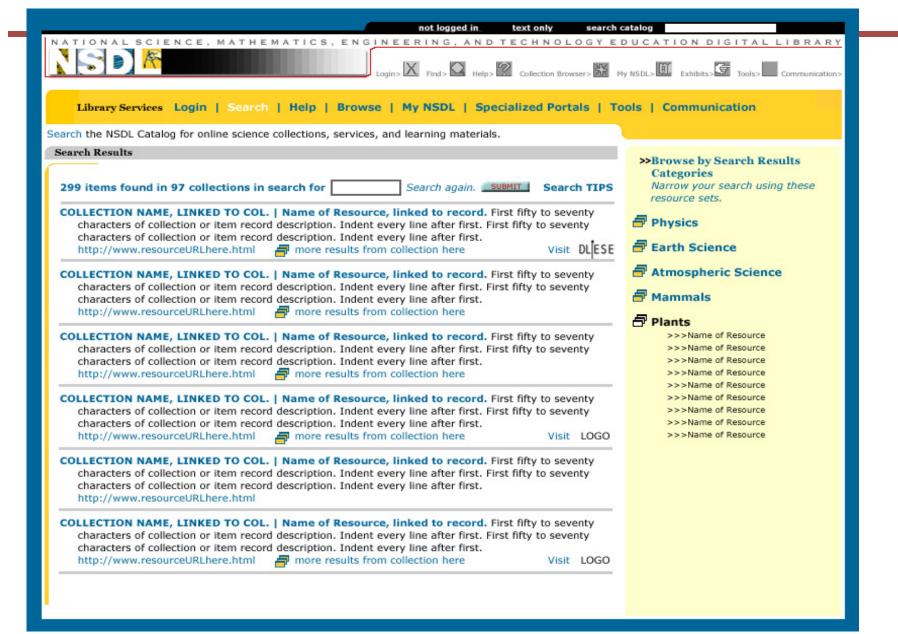
# Usability: The Analyze/Design/Build/Evaluate Loop



# Tools for Usability Requirements and Evaluation

	Initial	Mock-up	Prototype	Production
Client's opinions	V	V	V	
Competitive analysis	V			
Expert opinion	V	V	V	
Focus groups	V	V		
Observing users		V	√	V
Measurements			V	V

# Tools for Usability Requirements: Mock-up



# Tools for Usability Requirements: Focus Group

# A focus group is a group interview

- Interviewer
- Potential users

Typically 5 to 12

Similar characteristics (e.g., same viewpoint)

Structured set of questions

May show mock-ups

**Group discussions** 

Repeated with contrasting user groups

# Usability: Accessibility Requirements

### **Accessibility**

Software designers must be prepared for users with poor eyesight, lack of hearing, poor manual dexterity, limited knowledge of English, etc.

Requirements about accessibility (e.g., support for users with disabilities) are most likely to arise in the user interface.

You may have a legal requirement to support people with disabilities.

## **Example of requirements specification:**

The system must comply with Section 508 of the US Rehabilitation Act. See http://www.section508.gov/

# **Usability: Equipment Requirements**

There may also be requirements to support computers with poor performance, limited screen sizes, bad network connections, etc.

Be explicit about the equipment assumptions that you make and how to handle failures. Do user testing with both good and bad equipment.

## **Example**

MacMail has a requirement that operations terminate cleanly if the network connection is lost, but its behavior is erratic if the network connection becomes extremely slow, e.g., it will not quit. (2013)

# Design from a System Viewpoint

# Usability is more than user interface design

mental model	user interface		
	interface functions		
	data and metadata		
	computer systems and networks		

# Mental Model

A mental model is what a user thinks is true about a system, not necessarily what is actually true.

- A mental model should be similar in structure to the system that is represented.
- A mental model allows a user to predict the results of his/her actions.
- A mental model is simpler than the represented system. It includes only enough information to allow reasonable predictions.

A mental model is also called a **conceptual model**.

# **Examples of Mental Models**

The mental model is the user's internal model of what the system provides:

- The desk top metaphor -- files and folders
- The web search model -- one vast collection of pages, which are searched on request

# User Interface Design

The **user interface** is the appearance on the screen and the actual manipulation by the user

- Fonts, colors, logos, key board controls, menus, buttons
- Mouse control or keyboard control
- Conventions (e.g., "back", "help")

### **Examples of design choices**

- Screen space utilization in Adobe Reader.
- Number of snippets per page in web search.

# Principles of User Interface Design

#### User interface design is partly an art, but there are general principles.

- Consistency -- in appearance, controls, and function.
- Feedback -- what is the computer system doing? Why does the user see certain results?
- Users should be able to interrupt or reverse actions.
- Error handling should be simple and easy to comprehend.
- Skilled users should be offered shortcuts; beginners should have simple, well-defined options.

The user should feel in control.

# **Interface Functions**

The **interface functions** determine the actions that are available to the user:

- Select part of an object
- Search a list or sort the results
- View help information
- Manipulate objects on a screen
- Pan or zoom

There may be alternative user interface designs for the same interface functions, for example:

- Different versions of the MS Windows desktop have most of the same interface functions, but different user interface designs.
- Applications that run on both Windows and Macintosh computers support a one button mouse (Macintosh) or a two button mouse (Windows).

# Data and Metadata

**Data and metadata** stored by the computer system enable the interface functions and the interface design.

- The desktop metaphor has the concept of associating a file with an application. This requires a file type to be stored with each file:
  - -- extension to filename (Windows and Unix)
  - -- resource fork (Macintosh)
- Effectiveness of searching depends on the type and quality of data that is indexed (free-text, controlled vocabulary, etc.)

Inexperienced clients sometimes ask for interface functions that require additional data or metadata.

# **Computer Systems and Networks**

The **performance**, **reliability** and **predictability** of computer systems and networks is crucial to usability.

## **Examples**

- Instantaneous response time for mouse tracking and echo of key stroke.
- Quality of service for streaming multimedia, e.g., audio has priority over video.
- Response time for transactions, e.g., approve transaction if no reply within five seconds.

# Computer Systems and Networks: Requirements

### Performance, Reliability, Scalability, Security...

As computer systems improve, users have got more demanding. A response time that is good enough today, may not be good enough five years from now.

Example: Response time

0.1 sec – the user feels that the system is reacting instantaneously

1 sec – the user will notice the delay, but his/her flow of thought stays uninterrupted

10 sec – the limit for keeping the user's attention focused on the dialogue

# Computer Systems and Networks: Device-Aware Interfaces

# Interfaces must take into account physical constraints of computers and networks:

- How does a desk-top computer differ from a laptop?
- What is special about a smart phone?
- How do you make use of a touch-sensitive screen?
- What works well with a digital camera?

#### Constraints that the interfaces must allow for:

- => performance of device (e.g., fast or slow graphics)
- => limited form factor (e.g., small display, keyboard)
- => connectivity (e.g., intermittent)

# User Interface Design: Graphical Interfaces with Direct Interaction

Most modern user interfaces are "What you see is what you get". The user interacts with computer by manipulating objects on screen (e.g., Windows desktop, iPad) using mouse, keyboard, touch screen, icons, menus, etc.

### Advantages of graphical interfaces with direct interaction

- Can be intuitive and easy to learn
- Users get immediate feedback
- Requires minimal typing skills
- Straightforward for casual users
- Icons can be language-independent

## Disadvantages of graphical interfaces with direct interaction

- Not suitable for some complex interactions
- May be slow for skilled users
- Difficult to build scripts
- Only suitable for human users

# **Direct Interaction: Design Considerations**

#### Look:

Characteristics of the appearance that convey information

#### Feel:

Interaction techniques that provide satisfactory experience

### **Metaphors and mental models:**

Conceptual models, metaphors, icons, but there may not be an intuitive model

#### **Navigation rules:**

How to move among data, functions, and activities in a large space

#### **Conventions:**

Familiar aspects that do not need extra training – good for users, good for designers

e.g., scroll bars, buttons, gestures, help systems, sliders

# Interface Design: Menus

- Easy for users to learn and use
- Certain categories of error are avoided
- Enables context-sensitive help

#### Major difficulty is structure of large choices

- Scrolling menus (e.g., states of USA)
- Hierarchical
- Associated control panels
- Menus plus command line

Users prefer broad and shallow to deep menu systems

# Interface Design: Command Line Interfaces

## User interacts with computer by typing commands (e.g., Linux shell script)

- Allows complex instructions to be given to computer
- Facilitates formal methods of specification & implementation
- Skilled users can input commands quickly
- Unless very simple, requires learning or training
- Can be adapted for people with disabilities
- Can be multi-lingual
- Suitable for scripting / non-human clients

# Command Line Interfaces and Text-only Menus

Command line interfaces and text-only menus have become largely replaced by graphical interfaces, but are used in special situations:

- Devices with small form factor or other special features, e.g. cell phone, PDA, etc.
- Interfaces for simple tasks with untrained users, e.g. automated bank teller (ATM)

# Help System Design

#### Help system design is difficult

- Must prototype with mixed users
- Must have many routes to same information
- Categories of help:
  - => Overview and general information
  - => Specific or context information
  - => Tutorials (general)
  - => Cook books and wizards
  - => Emergency ("I am in trouble ...")

Help systems need experienced designers. Schedule plenty of time for development and user testing.

# Information Presentation

## Simple is often better than fancy

Text
 precise, unambiguous
 fast to compute and transmit

Graphical interface

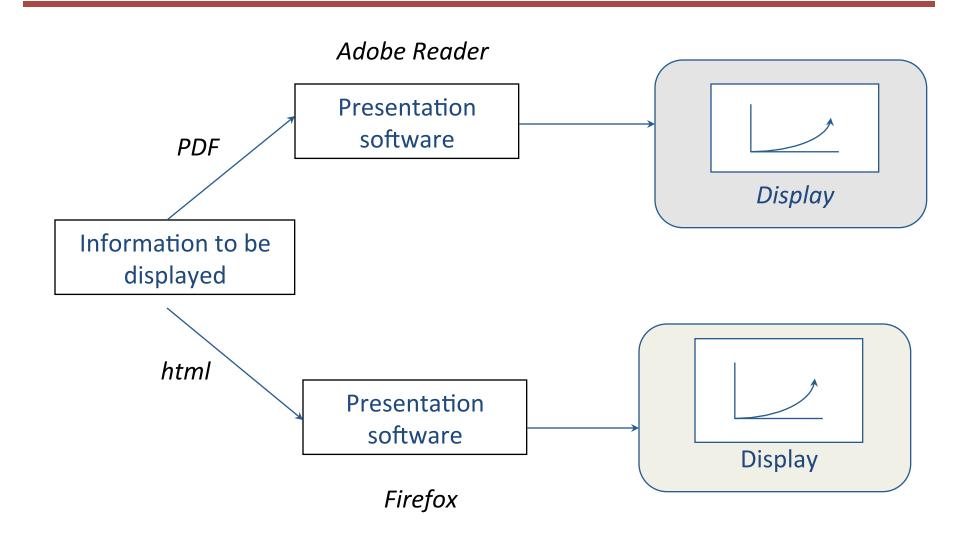
simple to comprehend / learn,

but icons can be difficult to recognize

uses of color

variations show different cases

# Separation of Content from Presentation



# Usability: Design Tensions in Networked Systems

Designers wish to control what the user sees, but users wish to configure their own environments.

- Client computers and network connections vary greatly in capacity.
- Client software may run on various operating systems, which may not be the current version.
- Accessibility requires that designers do not take control of parameters such as font size.

Be explicit about the assumptions you make about the user's computer, web browser, etc.

In using style sheets, such as CSS, avoid over-riding user preferences.

# System Considerations of User Interface Design

- Personal computer cycles are there to be used
- Any network transfer involves delay
- Shared systems have unpredictable performance
- Data validation often requires access to shared data
- Mobile code poses security risks

# **Usability and Cost**

- User interface development may be a major part of a software development project
- Good usability may be expensive in hardware or special software development
- Costs are multiplied if a user interface has to be used on different computers or migrate to different versions of systems

### Design users interfaces that can be built with standard tools:

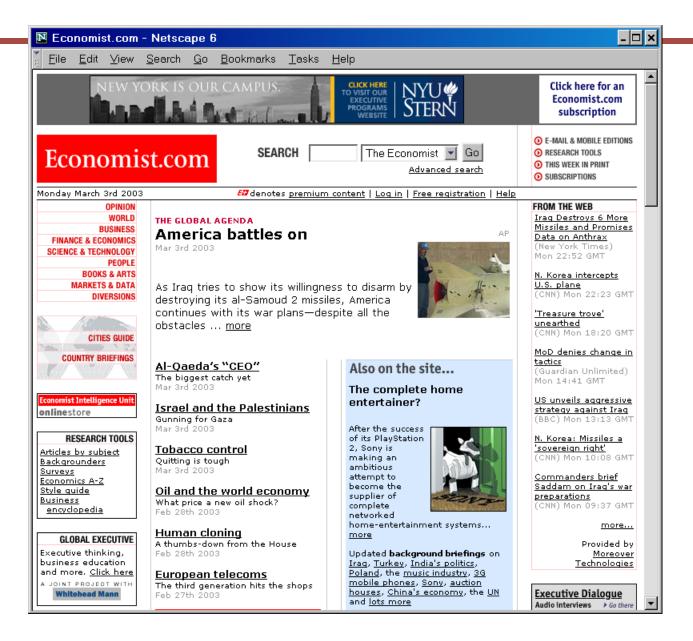
- Programming environments provide powerful user interface toolkits
- Web browsers provide a general purpose user interface where others maintain the user interface software

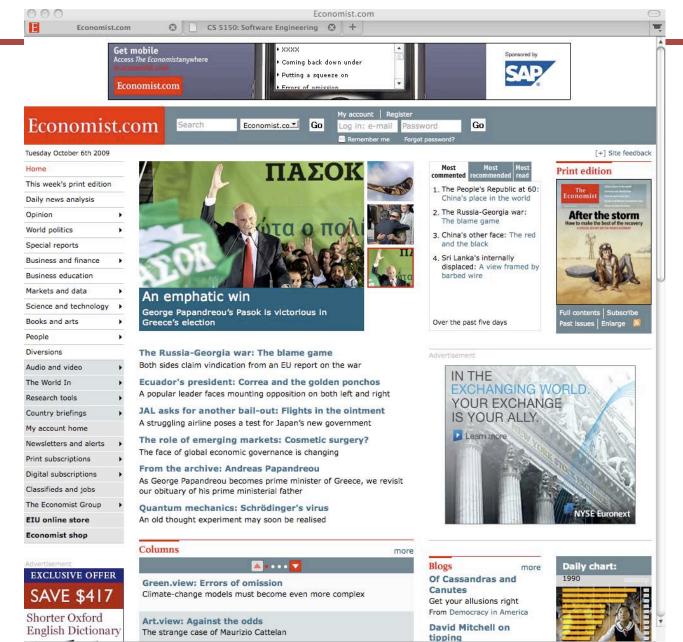
# Changes in User Interface Design

Examples of change: 1995 to today

SEARCH INSPEC Database Type keywords and press RETURN -- or enter a command Default is ADJ: acid free acid adj fre Set #3: INSPEC Database 0 records acid adj free Set #4: INSPEC Database 5 records Set #5: acid and paper 448 records INSPEC Database Set #6: deaci di fi cati on INSPEC Database 4 records





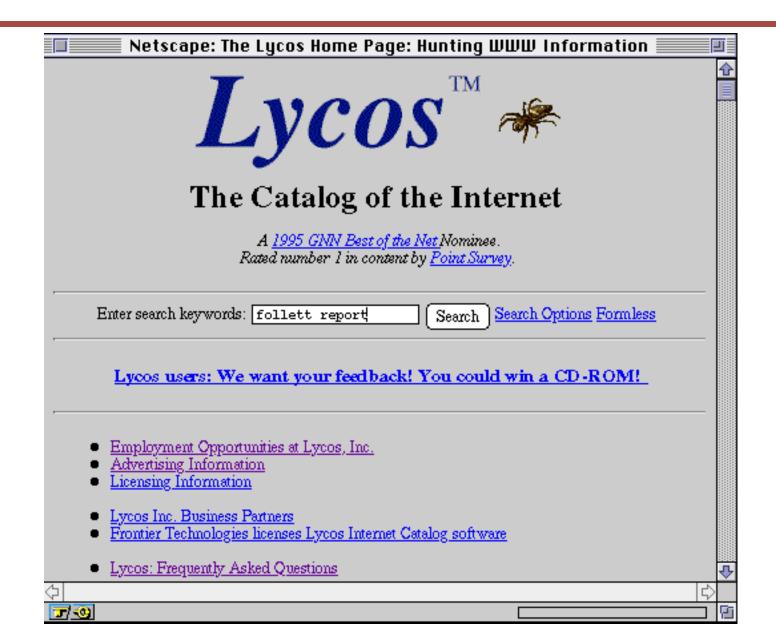




-III:









#### Netscape: Library of Congress World Wide Web Home Page



# The Library of Congress Founded in 1800

#### About the Library and the World Wide Web

See what's new in August 1995 on this server, access usage statistics, and read about the Library of Congress and the World Wide Web.

#### **Exhibits and Events**

View major exhibits of the Library of Congress and read about other Library events.

#### Services and Publications

Read about Library services, publications, and conferences.

#### **Digital Library Collections**

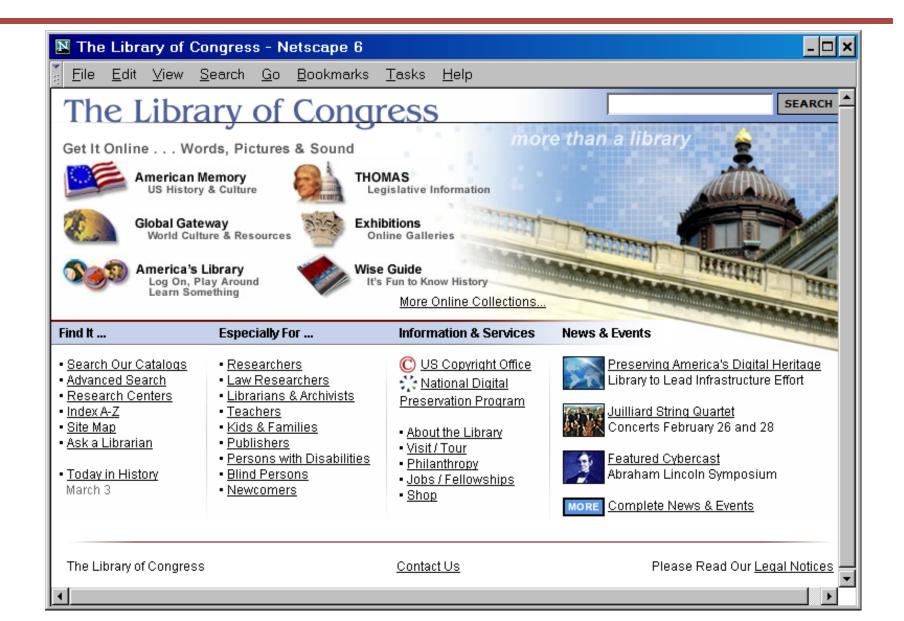
Search and view items from <u>digitized historical collections</u> (American Memory); read about other <u>special Americana collections</u> held by the Library.

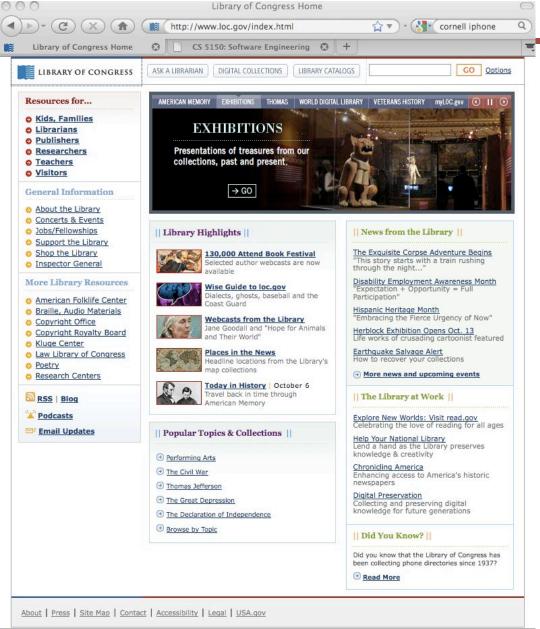
#### LC Online Systems

Search LOCIS (Library of Congress Information System) via Telnet or using a new Z39.50

<u> 7/-0</u>

Document: Done.





Done

Netscape: D-Lib, August 1995 magazine The Magazine of the Digital Library Forum August 1995editorial From the Editor: When is honesty the best policy? To the Editor: More ideas about the future From D-Lib Forum: Activities and resources stories and briefings Content Ratings and Other Third-Party Value-Added Information: Defining an Enabling Platform. Martin Röscheisen, Terry Winograd, and Andreas Paepcke, Stanford Integrated Digital Library Project Image Browsing in the Alexandria Digital Library (ADL) Project. B.S. Manjunath, Alexandria. Digital Library Project The Global Change Data and Information System - Assisted Search for Knowledge (GC-ASK)

**7**/-0

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Unrestricted Access by Bonita Wilson, CNRI

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#### Facilitating Scholarly Communication in African Studies

by Titia van der Werf-Davelaar, African Studies Centre, Leiden doi:10.1045/february2006-vanderwerf

#### ARTICLES

#### ADL-R: The First Instance of a CORDRA Registry

by Henry Jerez, Giridhar Manepalli, Christophe Blanchi, and Laurence W. Lannom, Corporation for National Research Intiatives

doi:10.1045/february2006-jerez

#### FeDCOR: An Institutional CORDRA Registry

by Giridhar Manepalli and Henry Jerez, Corporation for National Research Initiatives; and Michael L. Nelson, Old Dominion University doi:10.1045/february2006-manepalli

#### A Research Library Based on the Historical Collections of the Internet Archive

by William Y. Arms, Selcuk Aya, Pavel Dmitriev, Blazej Kot, Ruth Mitchell, and Lucia Walle, Cornell University doi:10.1045/february2006-arms

#### Also This Month

Digital Collections

#### **FEATURED COLLECTION**

#### The Lilly Library, Indiana University



The combined resources of the University Library's Special Collections and the private library of J. K. Lilly, Jr., including rare books, individual manuscripts and sheet music.

[Courtesy of Lilly Library. Used with Permission.]

#### Digital Library Community Activities

#### In Brief

Short items of current awareness.

#### In the News

Recent press releases and announcements.

#### Clips & Pointers

Documents, deadlines, calls for participation.

#### Archives

Back Issues and Indexes

#### **Back Issues**

Complete archive of D-Lib Magazine.

#### Author Index

Alphabetical list of authors and contributors.

#### Fitle Index

Alphabetical list of content by title.

#### Additional Links

Other Resources

#### Ready Reference

Links to other digital library sites.

#### Meetings, Conferences, Workshops

Calendar of activities associated with digital libraries research and technologies.

#### D-Lib Forum

Supporting the community developing the technology of the global digital library.



post to classifieds my account

search craigslist

#### event calendar

S	M	T	W	T	F	S
18	19	20	21	22	23	24
25	26	27	28	29	30	31
1	2	3	4	5.	6	7
8	9	10	11	12	13	14

help, faq, abuse, legal avoid scams & fraud personal safety tips terms of use system status

about craigslist craigslist is hiring in sf craigslist open source

#### ithaca w

#### community

activities lost+found musicians childcare local news general politics rideshare pets volunteers events classes

#### personals

strictly platonic
women seek women
women seeking men
men seeking women
men seeking men
misc romance
casual encounters
missed connections
rants and rayes

#### discussion forums

adopt	haiku	pets
apple	health	philos
arts	help	photo
atheist	history	politics
autos	housing	psych
beauty	jobs	queer
bikes	jokes	recover
celebs	kink	religion
comp	legal	romance

#### housing

apts / housing
rooms / shared
sublets / temporary
housing wanted
housing swap
vacation rentals
parking / storage
office / commercial
real estate for sale

#### for sale

appliances antiques arts+crafts baby+kid atv/utv/sno barter bikes auto parts boats beauty+hlth books cars+trucks cds/dvd/vhs business computer cell phones clothes+acc free collectibles furniture electronics general household farm+garden iewelry garage sale materials heavy equip motorcycles rvs+camp music instr sporting tickets photo+video

#### jobs accounting+finance

admin / office arch / engineering art / media / design biotech / science business / mgmt customer service education food / bey / hosp general labor government human resources internet engineers legal / paralegal manufacturing marketing / pr / ad medical / health nonprofit sector real estate retail / wholesale sales / biz dev salon / spa / fitness security skilled trade / craft software / qa / dba systems / network technical support transport ty / film / video