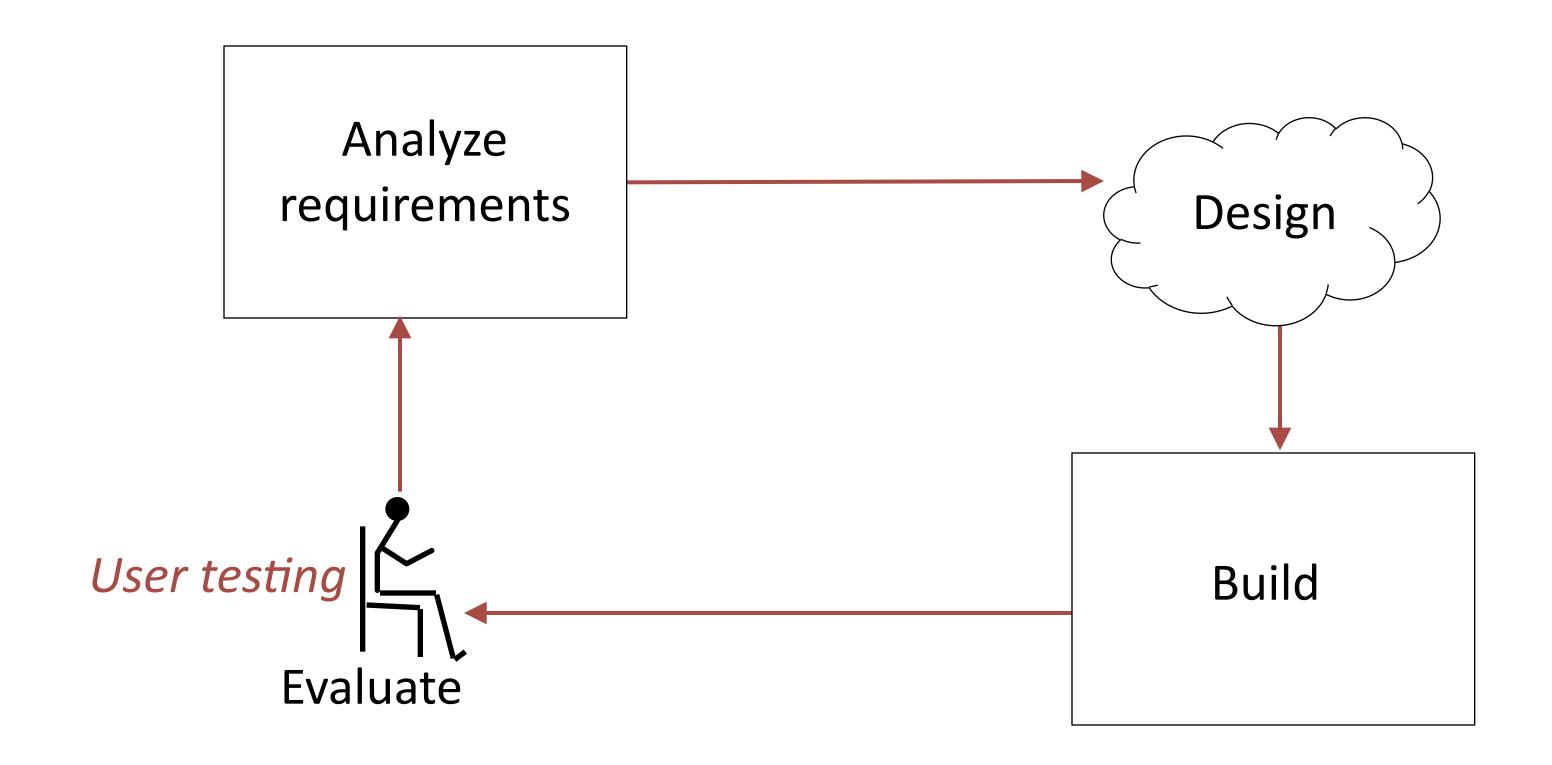
Cornell University Computing and Information Science

CS 5150 Software Engineering

11. Evaluation and User Testing

William Y. Arms

The Analyze/Design/Build/Evaluate Loop



Whenever possible, the design and evaluation should be done by different people.

Evaluation

If your system has users, the schedule should include time for user testing and time to make changes after the user testing is completed.

When to do evaluation

- Iterative improvements during development.
- Making sure that a system is usable before launching it.
- Iterative improvements after launch.

Methods of evaluation

- Empirical evaluation with users (user testing)
- Measurements on operational systems
- Analytical evaluation: without users (not in CS 5150)

Evaluation

How do you measure usability?

Usability comprises the following aspects:

Effectiveness

The accuracy and completeness with which users achieve certain goals

Measures: quality of solution, error rates

Efficiency

The relation between the effectiveness and the resources expended in achieving them

Measures: task completion time, learning time, number of clicks

Satisfaction

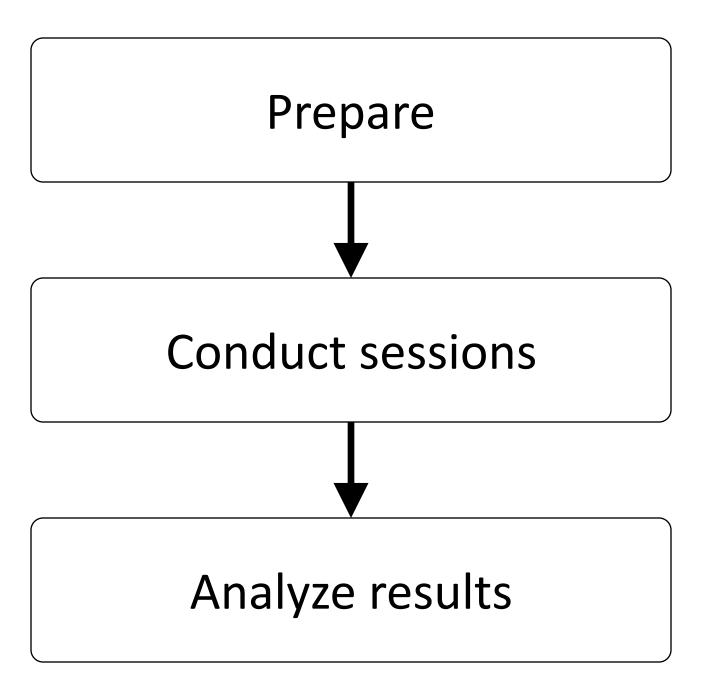
The users' comfort with and positive attitudes towards the use of the system

Measures: attitude rating scales

From ISO 9241-11

Evaluation with Users

Stages of evaluation with users:



User testing is time-consuming, expensive, and essential.

Evaluation with Users: Preparation

Determine goals of the usability testing

"Can a user find the required information in no more than 2 minutes?"

Write the user tasks

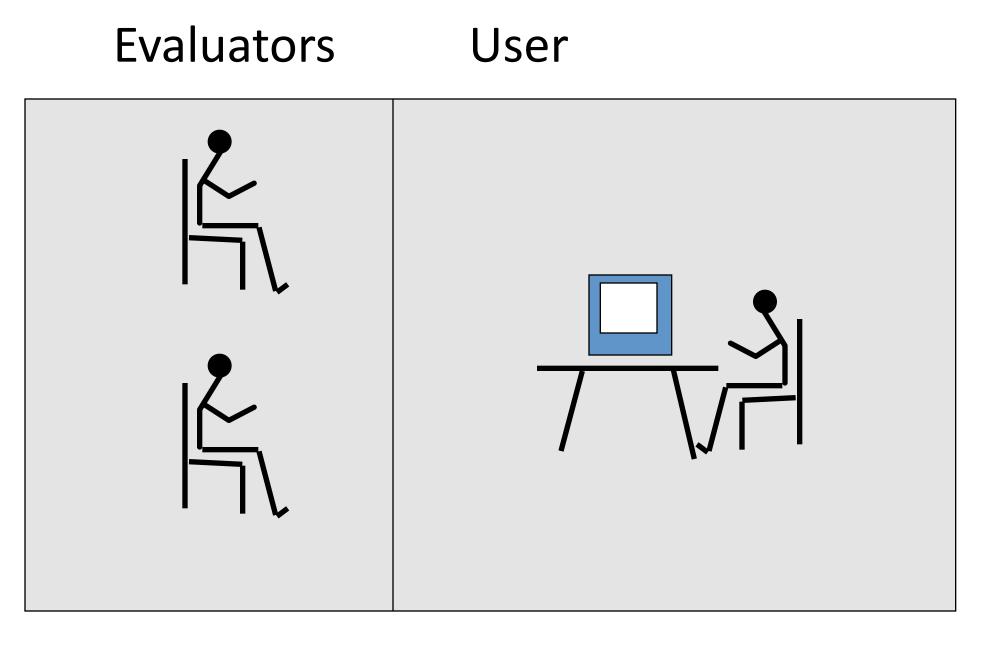
"Given a new customer application form, add a new customer to the customer database."

Recruit participants

Use the descriptions of users from the requirements phase to determine categories of potential users and user tasks

Usability Laboratory

Concept: monitor users while they use system



one-way mirror

Evaluation with Users: Sessions

Conduct the session

Usability Lab
Simulated working environment

Observe the user

Human observer(s)
Video camera
Audio recording

Inquire satisfaction data



Evaluation: Number of Users

Number of users

A great deal can be learned from user testing with a small number of users, even as few as five people.

- Try to find different types of user (young/old, experienced/beginners, etc.).
- Prepare carefully.
- Combine structured tests with free form interviews.
- Have at least two evaluators for every test.

Results Analysis

Test the system, not the users

Respect the data and users' responses. Do not make excuses for designs that failed.

If possible, use statistical summaries.

Pay close attention to areas where users:

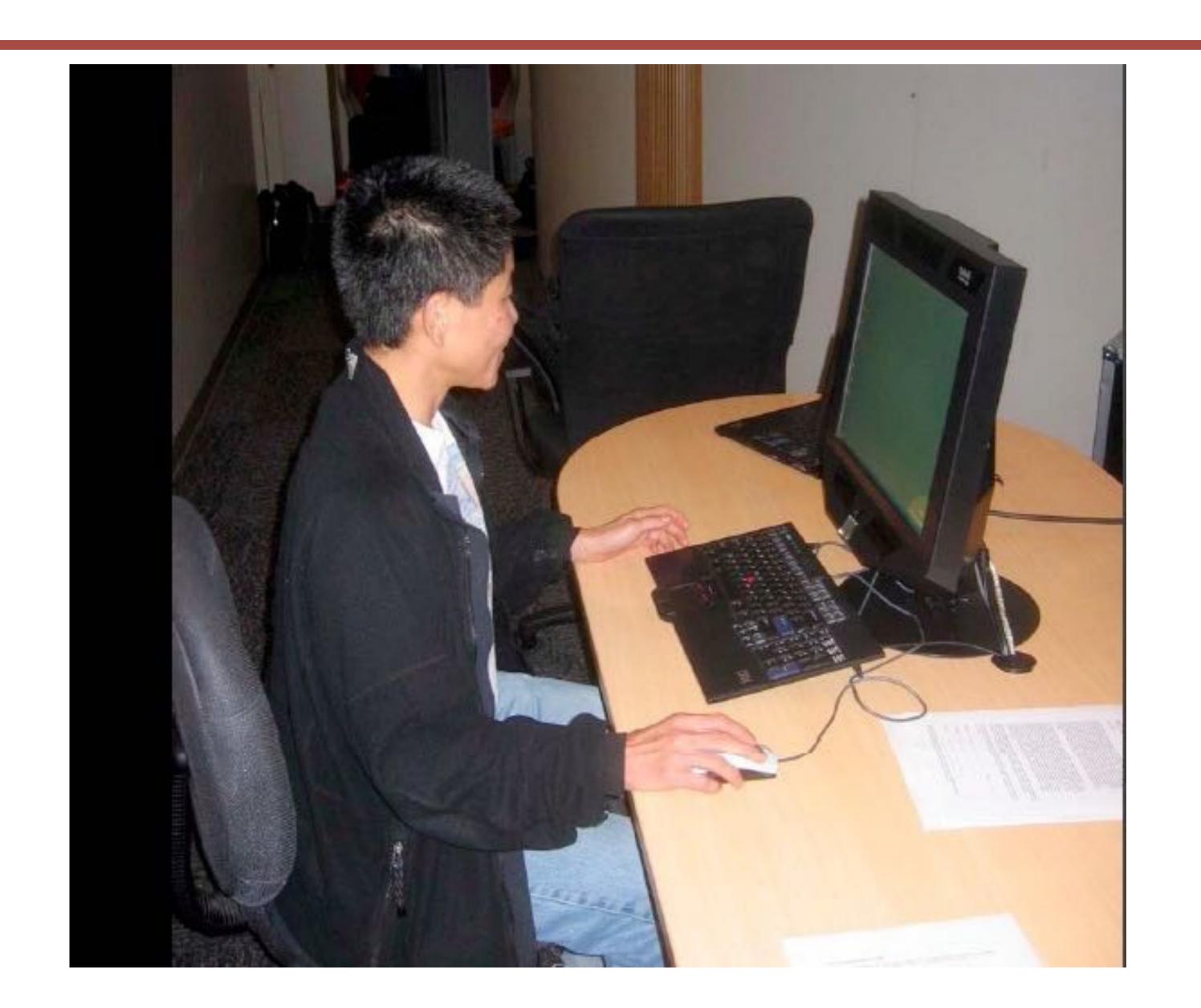
were frustrated

took a long time

could not complete tasks

Note aspects of the design that worked and make sure they are incorporated in the final product.

Eye Tracking at Google

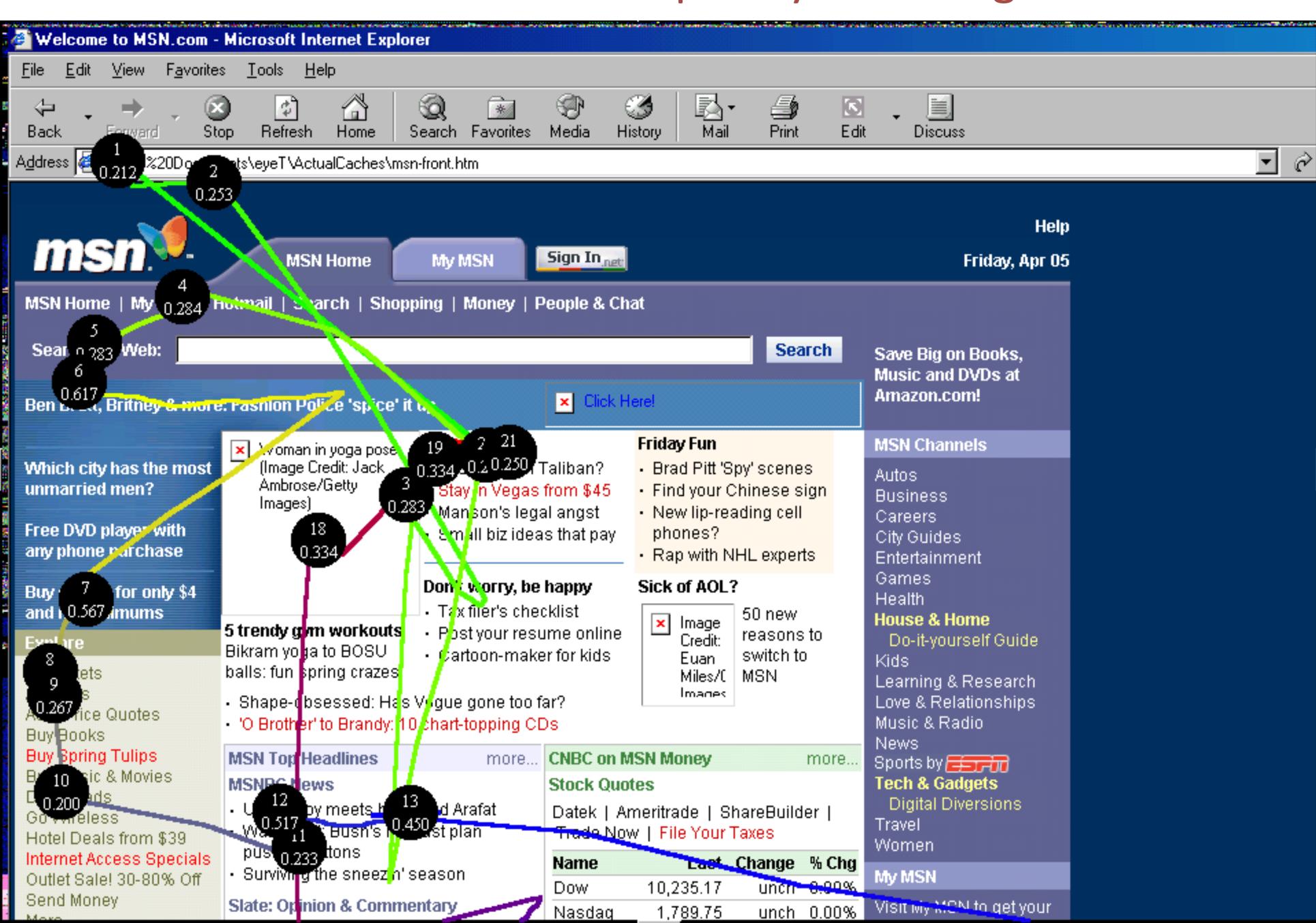


Dan Russell 2007

Eye Tracking at Google



Evaluation Example: Eye Tracking



A CS 5150 Project: Methodology

The next few slides are from a CS 5150 presentation

How we're user testing:

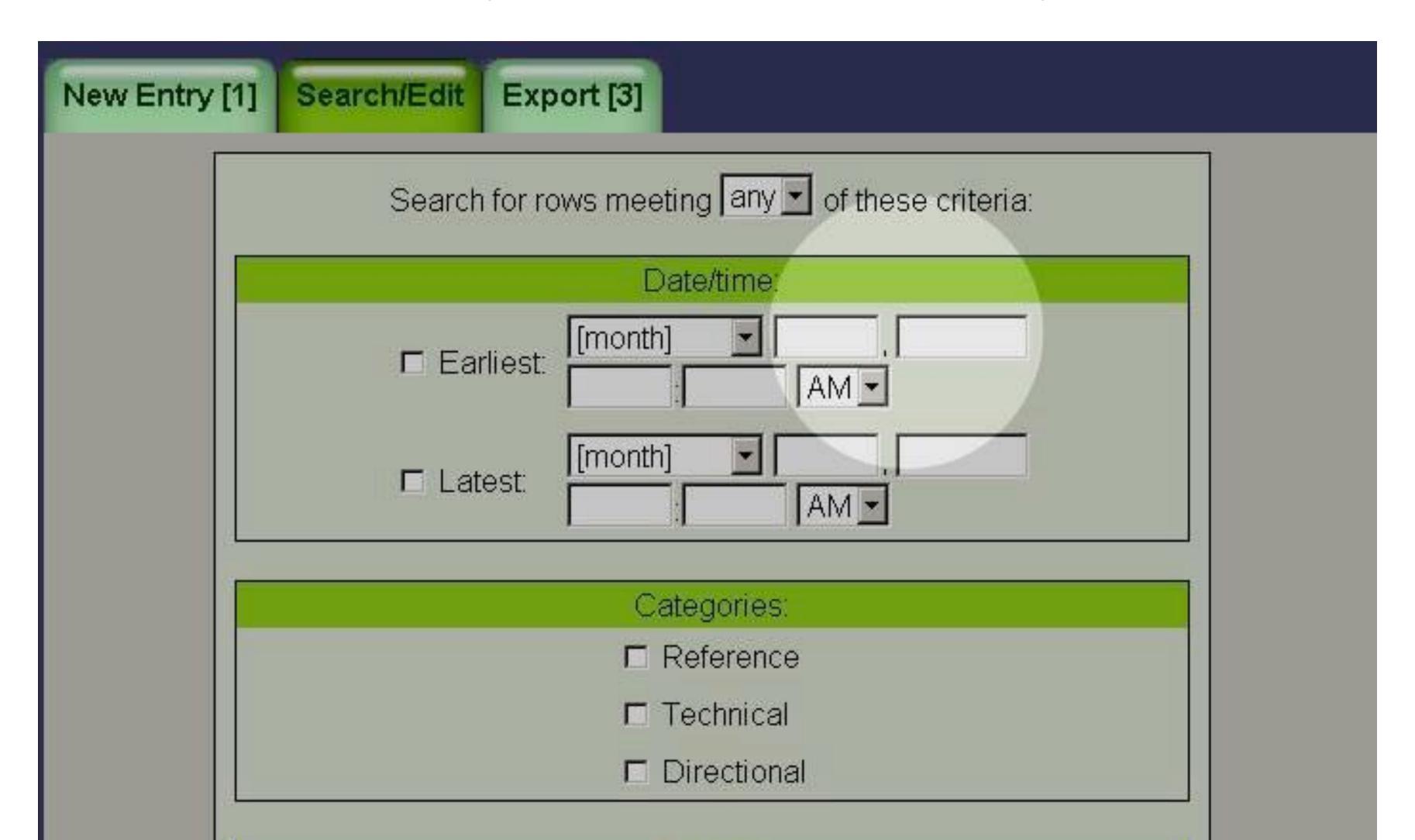
- One-on-one, 30-45 min user tests with staff levels
- Specific tasks to complete
- No prior demonstration or training
- Pre-planned questions designed to stimulate feedback
- Emphasis on testing system, not the stakeholder!
- Standardized tasks / questions among all testers

A CS 5150 Project: Methodology

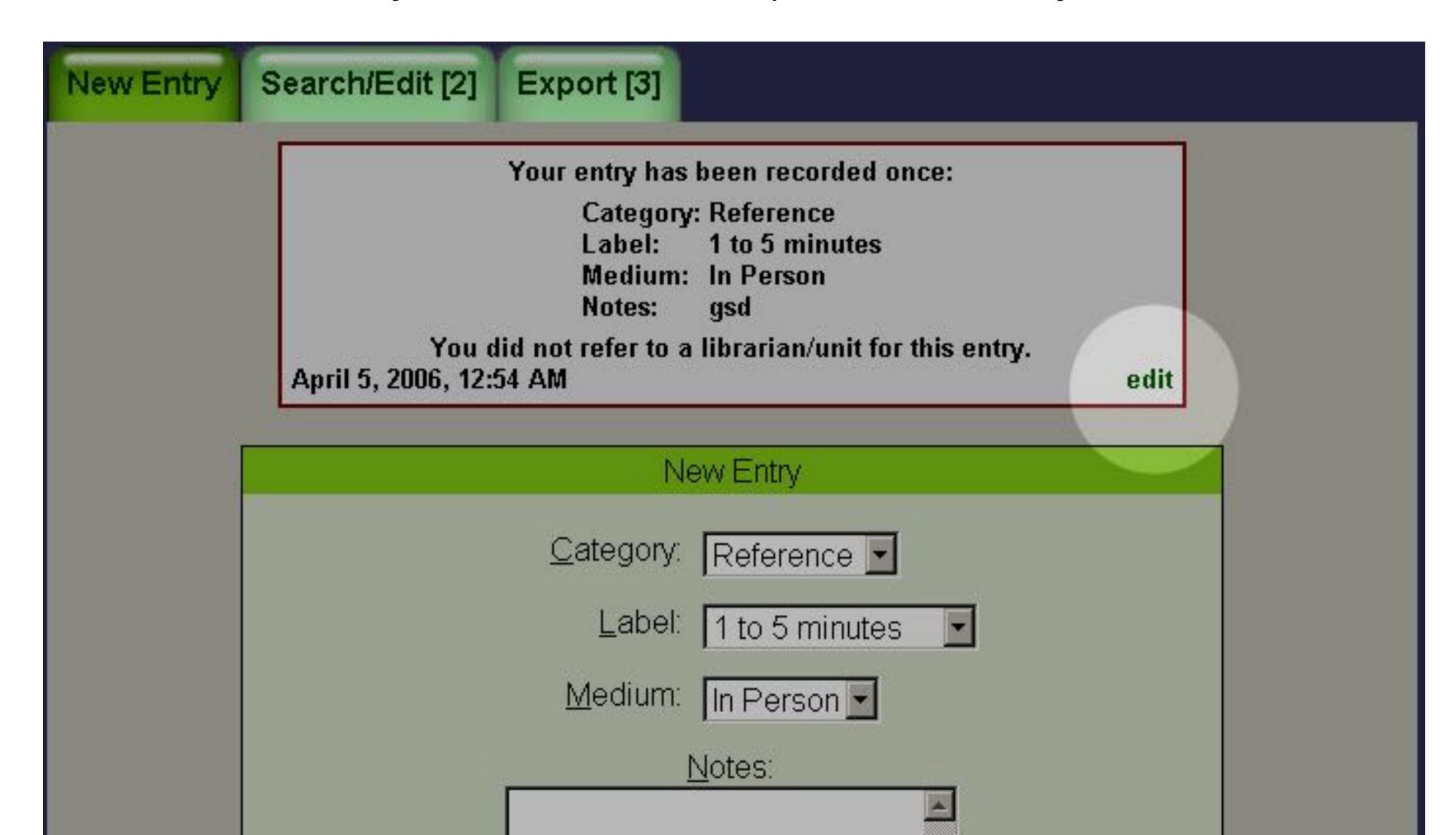
How we're user testing:

- Types of questions we asked:
- Which labels, keywords were confusing?
- What was the hardest task?
- What did you like, that should not be changed?
- If you were us, what would you change?
- How does this system compare to your paper based system
- How useful do you find the new report layout? (admin)
- Do you have any other comments or questions about the system?
 (open ended)

What we've found: Issue #1, Search Form Confusion!



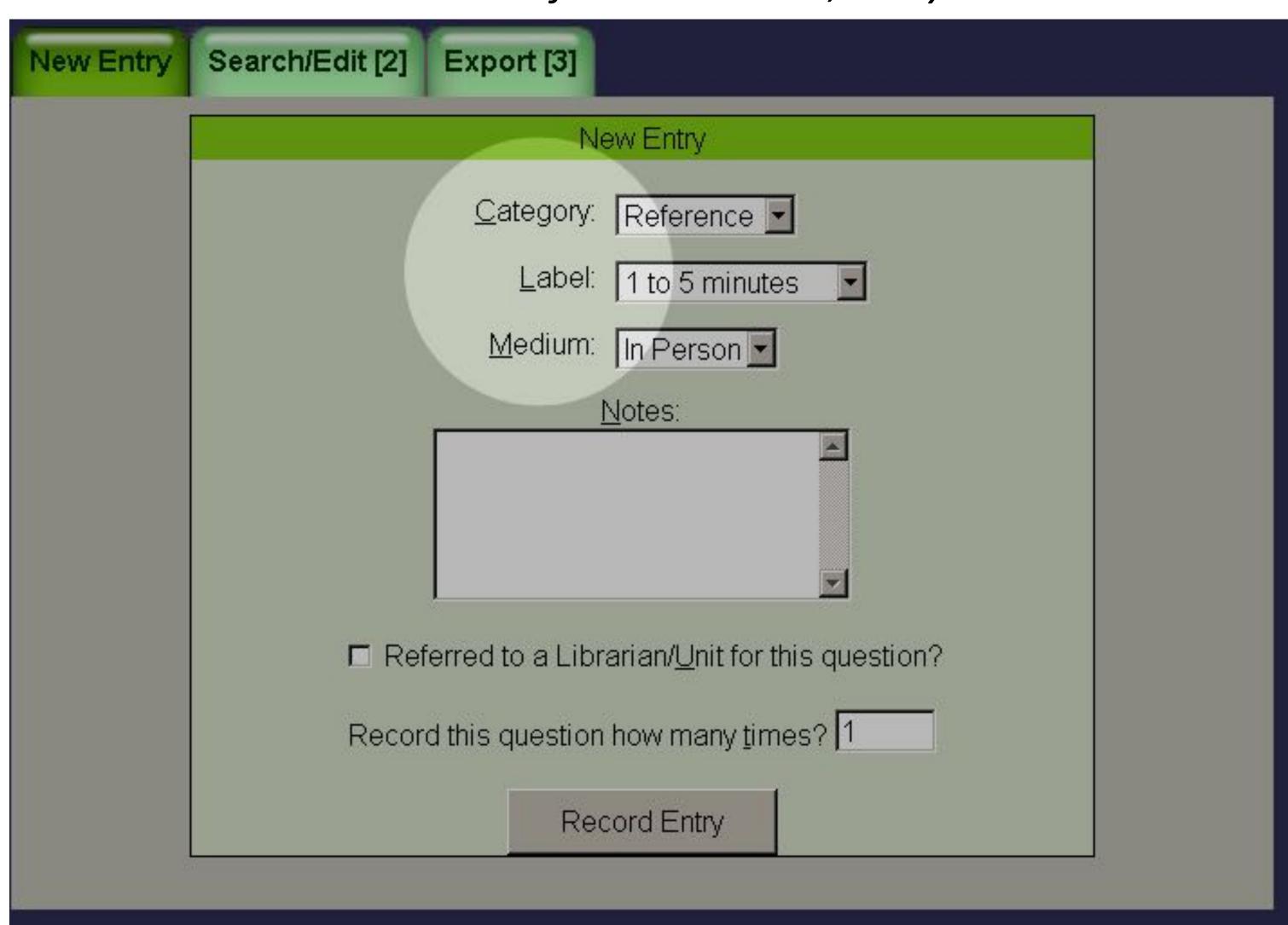
What we've found: Issue #2, Inconspicuous Edit/ Confirmations!



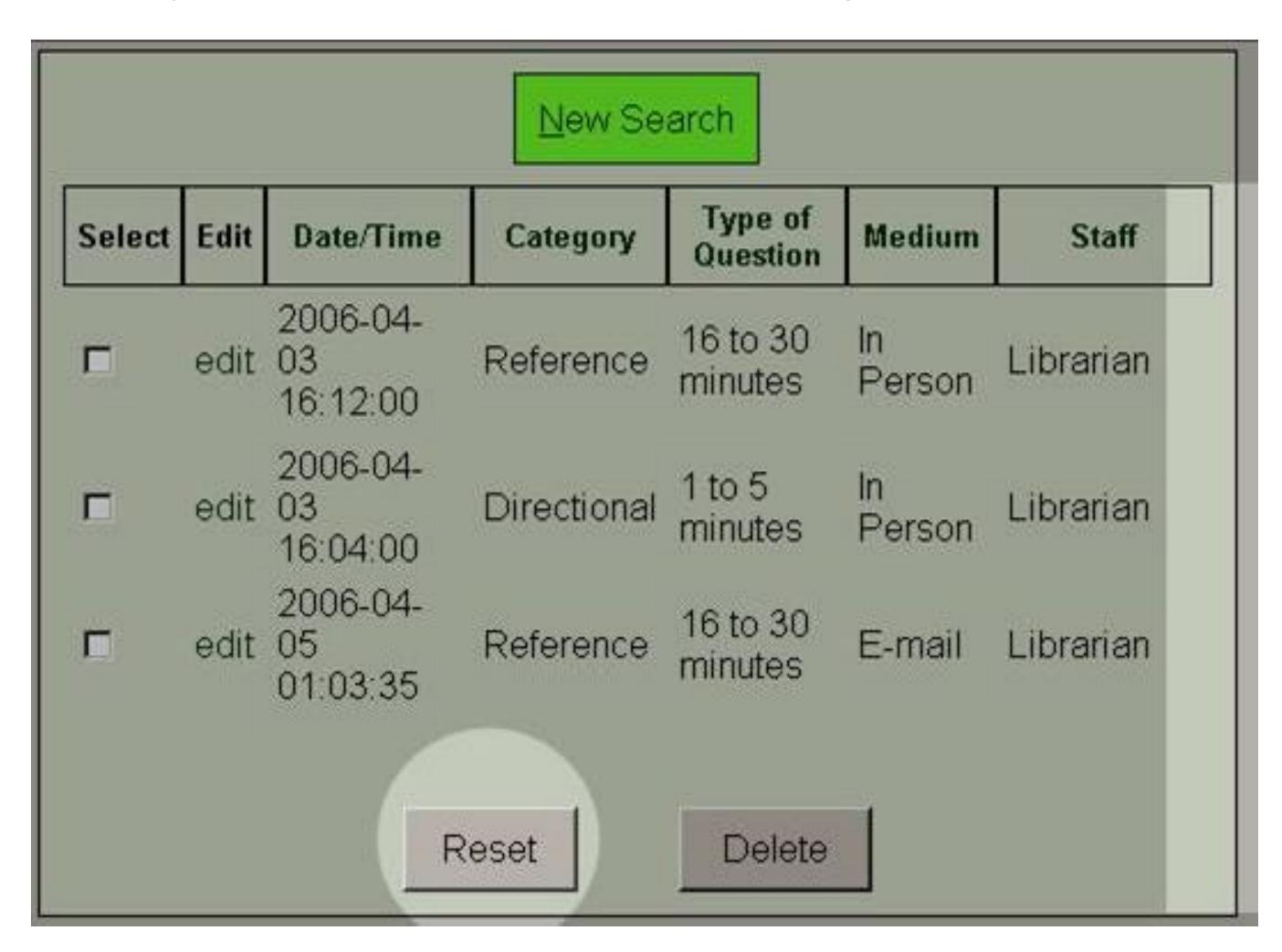
What we've found: Issue #3, Confirmation Terms

New Entry Se	arch/Edit [2] Export [3]
	Your entry has been recorded once: Category: Reference Label: 1 to 5 minutes Medium: In Person Notes: gsd You did not refer to a librarian/unit for this entry.
	April 5, 2006, 12:54 AM
	New Entry
	<u>Category</u> : Reference ▼
	<u>L</u> abel: 1 to 5 minutes <u></u> ■
	Medium: In Person ▼
	<u>N</u> otes:

What we've found: Issue #4, Entry Semantics



What we've found: #5, Search Results Disambiguation & Semantics



Evaluation based on Measurement

Basic concept: log events in the users' interactions with a system

Examples from a Web system

- Clicks (when, where on screen, etc.)
- Navigation (from page to page)
- Keystrokes (e.g., input typed on keyboard)
- Use of help system
- Errors

May be used for statistical analysis or for detailed tracking of individual user.

Evaluation based on Measurements

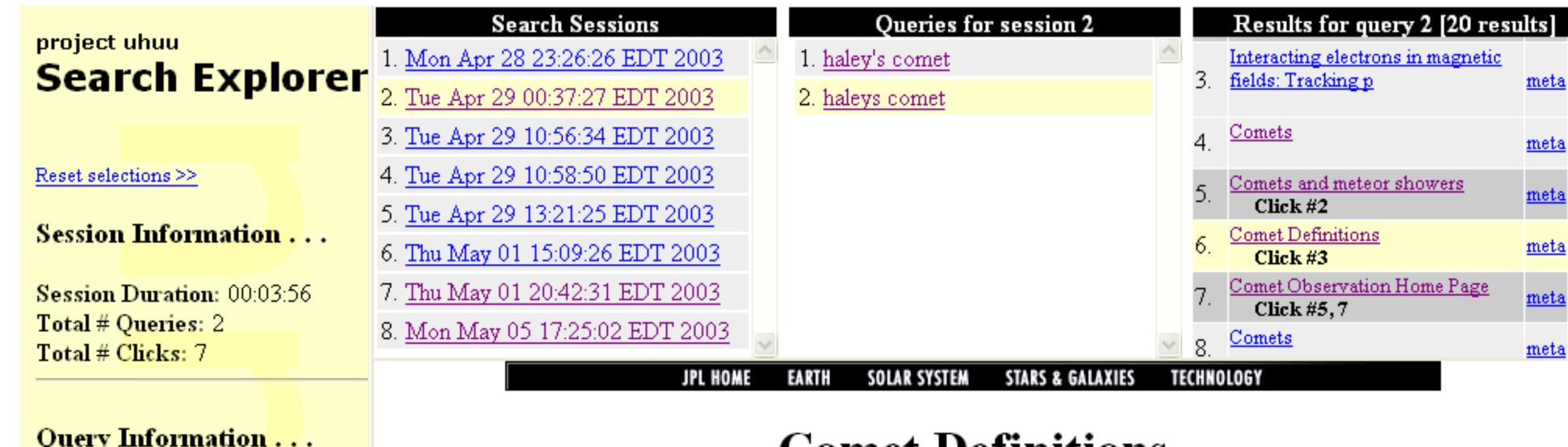
Analysis of system logs

- Which user interface options were used?
- When was the help system used?
- What errors occurred and how often?
- Which hyperlinks were followed (click through data)?

Human feedback

- Complaints and praise
- Bug reports
- Requests made to customer service

The Search Explorer: a User Session



Query Information . . .

Query: haleys comet All resources searched All formats included Results per Page: 20 **Search Type**: Simple

Result Information . . .

Title: Comet Definitions Time spent: 00:01:01 **At time:** 05:40:22

Comet Definitions

The following are generally accepted definitions for terms related to cometary astronomy.

absolute magnitude (Ho)

The brightness of a comet when it is at 1 AU from both the Earth and Sun. As this virtually never happens, this quantity is calculated from the comet's light curve. Unfortunately, this quantity is far from absolute. It can be different pre- and postperihelion. It can also change from apparition to apparition (for periodic comets).



Refining the Design based on Evaluation

Do not allow evaluators to become designers

Designers are poor evaluators of their own work, but know the requirements, constraints, and context of the design:

- Some user problems can be addressed with small changes
- Some user problems require major changes
- Some user requests (e.g., lots of options) are incompatible with other requests (e.g., simplicity)

Designers and evaluators need to work as a team

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End of Lecture