

Extreme Usability

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Usability: Defining terms

Software applications are written to extend and enhance our ability to complete tasks – inevitably this means that many applications interact extensively with us, the users

Human Computer Interaction (HCI) is the area of knowledge and skill dedicated to understanding and improving these interactions

User Centred Design (UCD) is an approach focused on placing the user's viewpoint at the heart of any design decision

Together they are a powerful mechanism for increasing the **productivity** and **satisfaction** of a workforce

Usability Objectives

Efficiency

How easy is it for users to accomplish basic tasks the first time they encounter the design?

Memorability

When users return to the design after a period of not using it, how easily can they reestablish proficiency?

Learnability

Once users have learned the design, how quickly can they perform tasks?

Error prevention

Once users have learned the design, how quickly can they perform tasks?

Subjective satisfaction

How pleasant is it to use the design?

Designing for Usability

A good design:

Is efficiently and effectively structured
(a simple clear information architecture / mental model)

Is highly responsive

Is comprehensible
(clear jargon free titles and labels)

Is well laid out
(obvious visual hierarchy, good chunking)

Is consistent

Prevents errors if possible, supports recovery

Provides continuous feedback

Is aesthetically pleasing

Usability Practices

User Feedback and Iterative Development Lifecycle

User-Centered Design

Contextual Analysis

Prototyping

Expert Evaluations

User Testing

Extreme Usability?

XP Practices

Harmony with Usability

Direct Tension with Usability

Analogies with Usability

- Planning Game
- Small Releases
- Metaphor
- Simple Design
- Testing
- Refactoring
- Pair Programming
- Collective Ownership
- Continuous Integration
- 40-Hour Week
- On-Site Customer
- Coding Standards

Workshop Outputs

Any practical information, for example:

Experiences/Anecdotes

Problems

Guidelines

Patterns and Antipatterns

References

Selling Usability on XP Projects

Will be wikified – watch

<http://mahemoff.com/xpday2004>

Workshop Topics

Does Usability Deliver Business Value?
How?

Where's the End-User in the Process?

Should Usability be Integrated into the
XP Process? Should there be a dedicated
Usability Specialist?

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