

Overview

- What is an interview?
- Benefits
- Why do it?
- Types
- Guidelines
- Limitations
- Class Exercise



Background

 An interview is a situation where a person, referred to as the interviewer, reads questions to a respondent, and then typically records the answers.



Use in Usability



Benefits of Interviews

Flexible

 Explain difficult questions in depth, rephrase

Free-form

- Deviate from script opportunistically
- Responses can enhance studies/presentations

Immediate results

No response or coding delays

Comparison to Surveys

- Closely related
- Qualitative results for smaller numbers of people
- Questions can be rephrased, unlike surveys, which likely increases valid response rate



Why Interview

- Provide insight into opinions of users
- Study usability by simply asking users
- Well suited when you are not sure what to look for



Types of Interviews

- Structured predetermined questions
 - Semi-structured



Types of Interviews

Flexible – No set order of questions

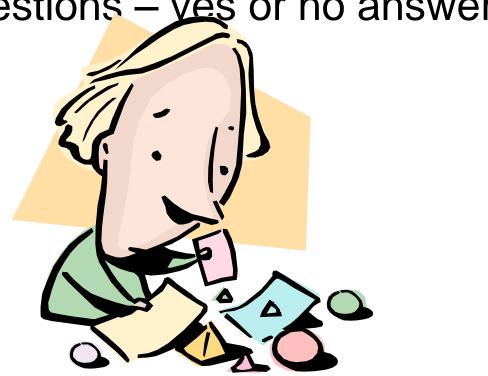
Prompted



Types of Interviews

Card sorting – use cards to form responses

Twenty questions – yes or no answers



Critical Incidents

- Times when system performs very good or very bad
- Especially useful to avoid the bad, reinforce the good

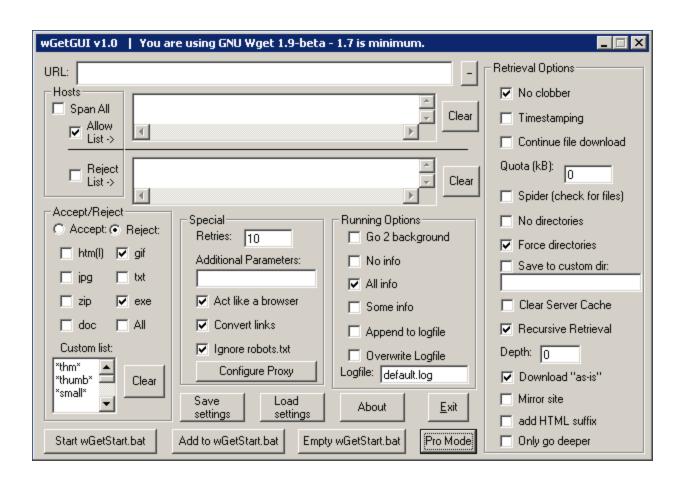




Guidelines for Interviewing



My Awesome Program



Questions should be open ended and neutral



Of course I read the manual!

atening

Interview should stay neutral and



Interviewer should not explain why the system behaved in a certain way, even if there are lots of complaints



Avoid seeming like "big brother" when using logged data in follow-up interviews



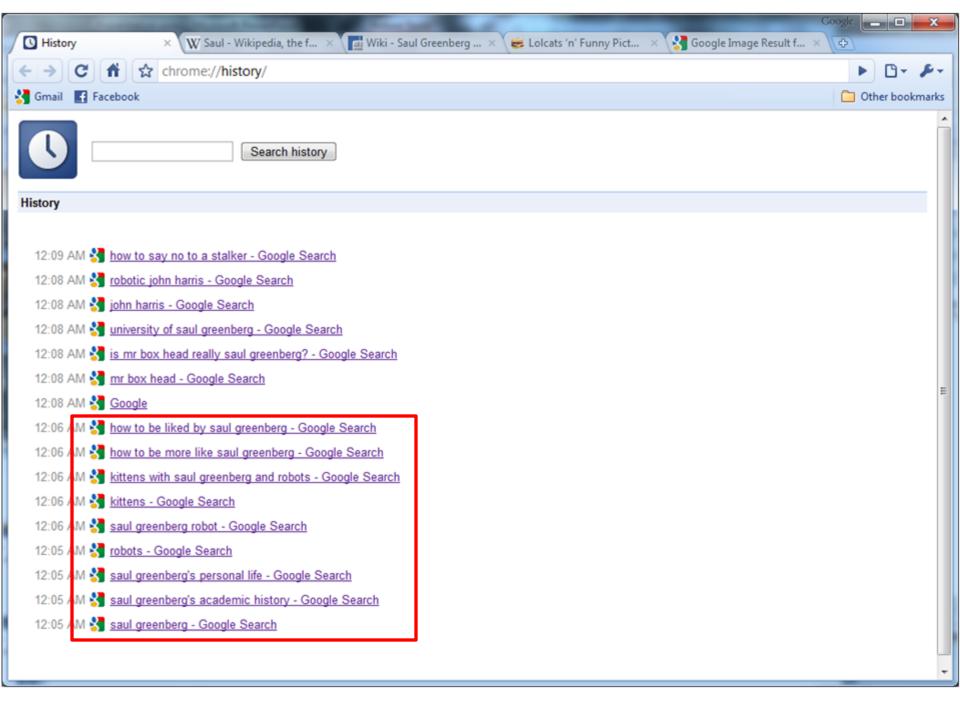
Case Study: The Academic Life of a Graduate Student

Participant: John Harris









Extreme example?

Yes

Limitations of Interviews

Indirect methods study user's opinion, not interface itself



Limitations of Interviews

 Data should take precedence over what people think or say they can do



Class Exercise

