







Designing Unusable Systems: Blame It On The User!

"What is wrong with me? Why can't I figure this out?"

"They're all just idiots!"

How To Design Usable Systems (Gould)

- 1) Early and continual focus on users
- 2) Early and continual user testing
- 3) Engage in iterative design
- 4) Engage in integrated design

James Tam

Early – And Continual – Focus On Users

Decide who will be using the system and what they will be doing with it

This forms the basis of your design

Many techniques may be employed

Early – And Continual – User Testing

Not something to do just at the end!

...instead: from the start of the development process and throughout have users do real work using different versions of your system.

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Engage In Iterative Design

Identifying required changes.

Being able to make the required changes.

Being willing to make the required changes.

Integrated Design

All aspects of usability under one person

Map of HCI

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Historical Context Of Usability

It's peanut butter!

The priest with a parachute paradigm.

The UI police - 'programmers hide your code!'

Important...but how do we do it?

Main Points

•What is usability

•Why is usability an important issue in terms of systems design

•How to design usable systems

•The historical context of usability

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