What Makes Usable Software

LBSC 690: Jordan Boyd-Graber

September 24, 2012



COLLEGE OF INFORMATION STUDIES

Adapted from Jimmy Lin's Slides

- Input Devices
- Operating Systems: The foundations of interactions
- Quick Introduction to HCI
 - Connect the design of everyday objects with computer interfaces
 - Articulate what makes an object well or poorly designed
 - Learn about metaphors in modern interfaces
- Understand how to evaluate systems
- Understand principles of good Web site design

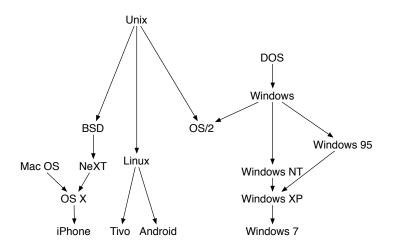
Outline

Operating Systems

- 2 Types of Input Devices
- 3 User-Centered Design
- Interface Paridigms
- 5 Information Architecture

3

A Brief History of Operating Systems



LBSC 690: Jordan Boyd-Graber ()

What Makes Usable Software

September 24, 2012

< 67 ▶

- ∢ ≣ →

3

4 / 66

- More and more . . .
- Boot
- Provide an interface
- Manage programs & memory
- Drivers

3

- ∢ ≣ →

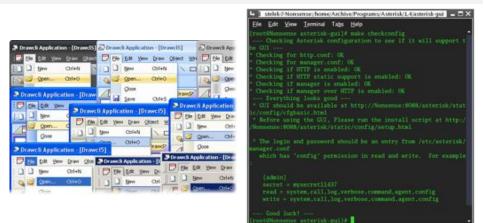
-

Boot

- Taking a computer from "off" to "on"
 - Send power from power supply to everything else (fan starts whirring)
 - BIOS starts
 - Power on self-test (POST): bus, RAM, cards, etc. (beeps and screen messages)
 - OST results compared to last good boot
 - Search a bootable device
 - 6 Load boot information into memory, hand off
- Operating System
 - Load drivers (more later)
 - 2 Verify user
 - Stablish network connections

12 N 4 12 N

Interface



- Way to interact with user
- In Linux, many choices "Window Manager"
- More on this next week
- We'll use both in this class

(日) (同) (日) (日)

Management

a problem has been detected and windows has been shut down to prevent damage to your computer.

PASE_PAULT_TH_NONPAGED_AREA

if this is the first time you've seen this stop error screen restart your computer. If this screen appears again, follow these steps:

check to make sure any new handware or software is properly installed. If this is a new initialitation, ask your handware or software manufactures for any windows updates you might need.

If problems continue, disable or remove any newly installed hardware or software. Disable elos memory options such as caching or handwing if you need to use safe mode to remove or disable components, resturi if you need to use safe mode to remove or disable components, resturi your computer, press relict advanced startup options, and then select safe mode.

Technical Informations

*** STOP: 0x00000010 (0xF303A008.0x00000000.0x80348782.0x00000000)

sectioning dwep of physical memory Profical memory dwep complete. Profical memory dwep complete. Profical year system administrator or technical support group for furthe constraints.

• Programs

- Way to launch programs
- Way to end programs
- Multitasking (scheduling)
- Application switching
- Memory
 - Move HD information into memory (caching)
 - Limit how much RAM a program uses
 - Make programs think they have a computer to themselves

> < 3 >

- Provide way for software to talk to hardware
- Supplied by manufacturer based on "rules" provided by OS
- Need a driver for every piece of hardware you bring home (sometimes OS already has driver)
 - Video card
 - Camera
 - Printer
 - Network card

3

A B M A B M

< 67 ▶

Outline

Operating Systems

2 Types of Input Devices

3 User-Centered Design

Interface Paridigms

5 Information Architecture

LBSC 690: Jordan Boyd-Graber ()

3

(日) (同) (三) (三)

Input Devices

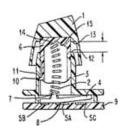
- Keyboard
- Mouse
- Camera

LBSC 690: Jordan Boyd-Graber ()

3

<ロ> (日) (日) (日) (日) (日)

Keyboard

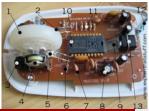




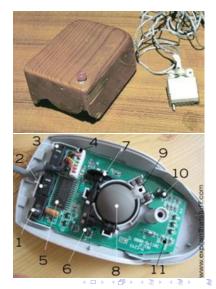
- When you press a key, it completes a circuit
- Each individual keypress is sent to computer as a special code
- Operating system interprets interrupts and responds
- A spring or piece of plastic restores key position
- First keyboards mimicked the depth you had to press a typewriter key (now much thinner)
- Circuits printed on a single board

Mouse

- Patented in 1970 by Douglas Englebart
- First had wheels that directly rolled on surface
- Replaced soon by balls, which then turned two orthogonal wheels
- Then replaced by tiny integrated cameras

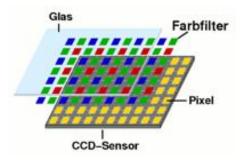


LBSC 690: Jordan Boyd-Graber ()



What Makes Usable Software

Camera



- Filters restrict amount of light getting to each cell
- As photons strike the cell, a voltage is created (charge can "bleed")
- Voltage is converted into a binary number (e.g. between 0 and 255)
- What does mega pixel mean?

Other Input Devices

- Scanner
- Keyboard
- Microphone
- Radio frequency identification (RFID) reader
- Magstrip reader
- Tablet
- Joystick, guitar, wiimote
- Touchpad

3

Outline

Operating Systems

2 Types of Input Devices

Oser-Centered Design

Interface Paridigms

5 Information Architecture

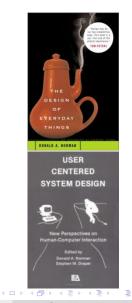
3

(日) (同) (三) (三)

Human Computer Interaction

Field concerned with the

- Design
- Implementation
- Evaluation
- of usable systems.



LBSC 690: Jordan Boyd-Graber ()

What Makes Usable Software

September 24, 2012 17 / 66

Human Action Cycle



Only small fraction of cycle is physical

LBSC 690: Jordan Boyd-Graber ()

What Makes Usable Software

September 24, 2012 18 / 66

3

A B F A B F

Design Concepts

- Visual affordance
- Visible Constraints
- Mapping
- Causality
- Transfer effects
- Idioms
- Metaphors
- Cultural associations
- Individual differences

3

- The perceived and actual properties of the object that determine how it should be used
- Purpose should be obvious from appearance
 - Chair for sitting
 - Table for placing things on
 - Knobs for turning
 - Slots for inserting things into
 - Buttons for pushing
 - Computers for ???





LBSC 690: Jordan Boyd-Graber ()

What Makes Usable Software

< □ ▶ < □ ▶ < 三 ▶ < 三 ▶ こ ○ へ ○ September 24, 2012 21 / 66



LBSC 690: Jordan Boyd-Graber ()

What Makes Usable Software

September 24, 2012

3

22 / 66

<ロ> (日) (日) (日) (日) (日)



Handle is for lifting, but this is for scrolling?

LBSC 690: Jordan Boyd-Graber ()

What Makes Usable Software

September 24, 2012 23 / 66

3

イロト イポト イヨト イヨト



- Can you edit text?
- Affordances for resizing window?
- Handle: graphic or interface?
- Button is for pressing, but what does it do?

3

24 / 66

< 回 ト < 三 ト < 三 ト

Los Angeles Times

Tuesday, Aug 5:53 A.m. PDT

LOCAL NATION WORLD BUSINESS SPORTS ENTERTAINMENT LIVING T

DI THE NEWS | OBAMA JORER ARTIST | STATE PARKS | TOM DELAT | HEALTHCARE | IMMORA



#lise J. Schaben, / for Angeles Stream

Date growers scurry to fill Ramadan orders by Raja Abbarahan

Good thing the fruit freenes well. The shifting timing of the Muslim holy month means this year it's out of syno with the Southern California date harvest.

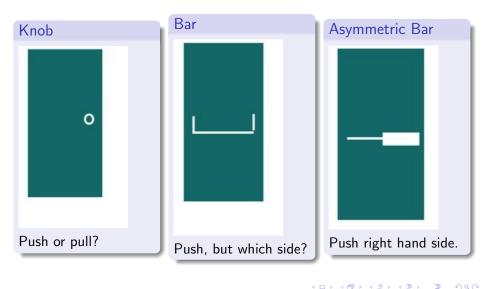
Supreme Court orders hearing for condemned man

The surprising move is the first of its kind in nearly 50 years. Seven trial witnesses recanted testimony in the 1980 slaying.

Boy's death exposes gaps in county child welfare system

State might take action to jail more drug offenders

Firefighters making headway in California wildfires



LBSC 690: Jordan Boyd-Graber ()

What Makes Usable Software

September 24, 2012

26 / 66



LBSC 690: Jordan Boyd-Graber ()

What Makes Usable Software

September 24, 2012 27 / 66

◆□▶ ◆□▶ ◆臣▶ ◆臣▶ = 臣 = のへで

S. Form1	-			
Date:				Appointment
	Month May Month May	Day 22 Day 22	Year 1997 Year 2 • 199	General Attendees Notes Planner When Start 8:30AM & Wed 5 /14 /37 End: 4:30PM & Wed 5 /14 /37 May 1937 Description:

・ロト ・ 日 ト ・ ヨ ト ・ ヨ ト

Ξ.

Cup Holder

Caller: Hello, is this Tech Support?

Tech: Yes, it is. How may I help you?

Caller: The cup holder on my PC is broken and I am within my warranty

period. How do I go about getting that fixed?

Tech: I'm sorry, but did you say a cup holder?

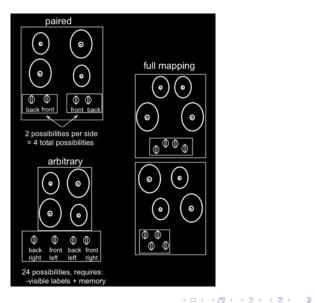
Caller: Yes, it's attached to the front of my computer.

Tech: Please excuse me if I seem a bit stumped, its because I am. Did you receive this as part of a promotional, at a trade show? How did you get this cup holder? Does it have any trademark on it? Caller: It came with my computer, I don't know anything about a promotional. It just has 4X on it.

- 3

29 / 66

イロト 人間ト イヨト イヨト



LBSC 690: Jordan Boyd-Graber ()

What Makes Usable Software

September 24, 2012 30 / 66



LBSC 690: Jordan Boyd-Graber ()

What Makes Usable Software

September 24, 2012 31 / 66



LBSC 690: Jordan Boyd-Graber ()

What Makes Usable Software

September 24, 2012

32 / 66



What makes a Wii fun?

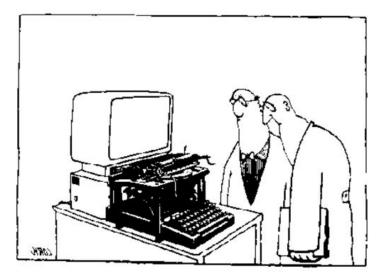
LBSC 690: Jordan Boyd-Graber ()

What Makes Usable Software

September 24, 2012 33 / 66

- Humans will draw connections even if none exist (post hoc, ergo propter hoc)
- Thus, actions should have immediate feedback
- User should be in control no random events
- Placebo buttons: Often pressed repeatedly

Transfer Effects



- 2

イロン イヨン イヨン イヨン

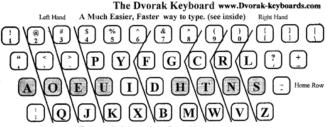
Transfer Effects

Douglas Adams

First we thought the PC was a calculator. Then we found out how to turn numbers into letters with ASCII and we thought it was a typewriter. Then we discovered graphics, and we thought it was a television. With the World Wide Web, we've realized it's a brochure.

- Keyboard layout
 - Qwerty keyboard: designed to prevent jamming of keyboard
 - Dvorak keyboard (1930s): possibly faster
- Layout of number pads
 - Calculator vs. keyboard
 - Traditional telephone vs. fancy cell phones

Transfer Effects



The lines on the diagram guide your fingers while learning.

LBSC 690: Jordan Boyd-Graber ()

What Makes Usable Software

September 24, 2012 37 / 66

3

(日) (同) (三) (三)

Idioms

• People learn idioms that work in a certain way

- Red means danger
- Green means safe
- Idioms vary in different cultures
 - Light switches:
 - ★ America: down is off
 - ★ Britain: down is on
 - Faucets
 - * America: counter-clockwise on
 - ★ Britain: counter-clockwise off
 - Have you tried crossing a street in London?

Metaphor

- Examples
 - Desktop
 - Folder
 - Trash Can
 - ★ To eject a disk on a Mac, you had to drag it to the trash
 - ★ Did this erase it?
 - Window
- Usually good; allow transfer effects
- When do metaphors go bad?
 - Breaking rules: recycle bin placed on desktop
 - Metaphor is teacher (what if your system can do more?)
 - Bad metaphors may lead to bad design

Cultural Influence of Icons

• Because a trash can in Thailand may look like this



• a Thai user is likely to be confused by this



• Sun found their email icon problematic for urban dwellers



LBSC 690: Jordan Boyd-Graber ()

What Makes Usable Software

September 24, 2012 40 / 66

Individual Differences

- Disabilities
- Skill sets
- Unexpected outcomes

- 一司

3

Individual Differences: Disability



- How can blind users navigate a webpage?
 - Text to speech, describing images (ALT tag)
 - Skimming actions with descriptive link text (don't put more info "here")
- Other disabilities, e.g. aphasia
 - Users neglect right hand side of screen
 - Cannot necessarily read text
- With mobile devices, more users are similarly constrained
- Moral: degrade gracefully

42 / 66

Individual Differences: Skill sets

Beginners

- Make basic operation easy
- Offer lots of help
- Don't overload with options

Frequent users

- Allow for shortcuts
- Don't distract with help
- Power users: customization and respect
- Rule of Thumb: Design for 95% of population, not average user

Individual Differences: Unexpected Outcomes

- Your assumptions may not match users
- Use case might be different from what you intended
- Moral: Keep things as simple and general as possible

Examples



LBSC 690: Jordan Boyd-Graber ()

What Makes Usable Software

September 24, 2012 45 / 66

◆□> ◆□> ◆豆> ◆豆> □ 豆

Examples



LBSC 690: Jordan Boyd-Graber ()

What Makes Usable Software

September 24, 2012

(日) (四) (王) (王) (王)

45 / 66

Outline

Operating Systems

- 2 Types of Input Devices
- 3 User-Centered Design
- Interface Paridigms
 - 5 Information Architecture

LBSC 690: Jordan Boyd-Graber ()

3

(日) (同) (三) (三)



• Windows, Icon, Menu, Pointing Device



LBSC 690: Jordan Boyd-Graber ()

What Makes Usable Software

September 24, 2012

<ロ> (日) (日) (日) (日) (日)

47 / 66

3



• Windows, Icon, Menu, Pointing Device



LBSC 690: Jordan Boyd-Graber ()

What Makes Usable Software

September 24, 2012

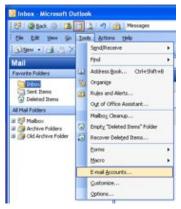
イロト イヨト イヨト イヨト

47 / 66

3

WIMP

• Windows, Icon, Menu, Pointing Device



LBSC 690: Jordan Boyd-Graber ()

What Makes Usable Software

September 24, 2012 47 / 66

・ロト ・聞 ト ・ 臣 ト ・ 臣 ト … 臣



• Windows, Icon, Menu, Pointing Device



LBSC 690: Jordan Boyd-Graber ()

What Makes Usable Software

September 24, 2012 47 / 66

3

▲日 ▶ ▲圖 ▶ ▲ 国 ▶ ▲ 国 ▶

- Windows, Icon, Menu, Pointing Device
- More information displayed at once
- Good for multitasking
- Shows users what's possible
- Easy introduction

- 一司

-

3

stelek@Nonsenset/home/Archive/Programs/Asterisk/1.4/asterisk-gui = 🗖 🗙 File Edit View Terminal Tabs Help

- Easy to implement
- Sometimes it's all you've got (remote system, broken system)
- Good for repeated actions
- Difficult to know what's possible
- Requires memorization of syntax
- Comparison to "oral history" (Stephenson)

(日) (同) (三) (三)

- Each command is a word (no spaces)
- Some commands just are (whoami, pwd)
- Some commands take optional arguments (Is)
- Some commands have a single argument (cd)
- Some commands only can take two arguments (cp)
- Some commands can take many arguments (wc, grep)

- Bigger programs are invoked in the same way
- emacs, vi, sqlite3 (subject of HW3)

3

(人間) トイヨト イヨト

Outline

Operating Systems

- 2 Types of Input Devices
- 3 User-Centered Design
- Interface Paridigms

5 Information Architecture

3

・ロン ・四 ・ ・ ヨン ・ ヨン

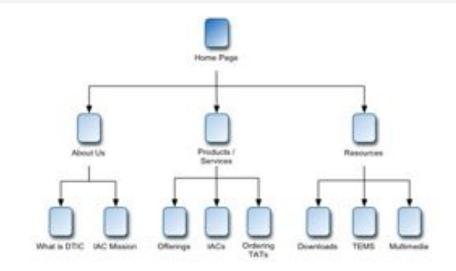
- The design of an "information space" to facilitate access to content
- Consists of two components:
 - Static design
 - Interaction design

Static Design

• Different principles of organization

- Logical: inherent structure (chronological, alphabetical,)
- Functional: by task
- Topical: by subject
- Demographic: by user
- Take advantage of metaphors
 - Organizational: e.g., e-government
 - Physical: e.g., online grocery store
 - Functional: e.g., cut, paste, etc.
 - Visual: e.g., octagon for stop

Static Design





• Contrast: make different things different

- to bring out dominant elements
- to mute lesser elements
- to create dynamism

3

・ 同 ト ・ ヨ ト ・ ヨ ト

• Contrast: make different things different

- to bring out dominant elements
- to mute lesser elements
- to create dynamism
- Repetition: repeat design throughout the interface
 - to create consistency
 - to create unity

글 > - + 글 >

• Contrast: make different things different

- to bring out dominant elements
- to mute lesser elements
- to create dynamism
- Repetition: repeat design throughout the interface
 - to create consistency
 - to create unity
- Alignment: visually connect elements
 - to create flow

EN 4 EN

• Contrast: make different things different

- to bring out dominant elements
- to mute lesser elements
- to create dynamism
- Repetition: repeat design throughout the interface
 - to create consistency
 - to create unity
- Alignment: visually connect elements
 - to create flow
- Proximity: make effective use of spacing
 - to group related elements
 - to separate unrelated elements

글 > - + 글 >

Screen Design: Use Grids



	Navigation Bar		_
Navigation Bar	Content	Content	Related Links

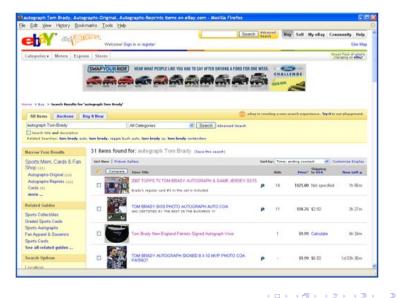
LBSC 690: Jordan Boyd-Graber ()

3

56 / 66

イロト イポト イヨト イヨト

Screen Design: Ebay



Screen Design: Ebay

ej/V V	Navigation	Yar Sel Martin Co	neren (hele) En Han Han Kant
	Banner Adrian Chi	N. N.	
and a first of handle bandle bar of a first handle bandle bar of the second second second second second barries and second second barries and second			******
Receive State Research Spaces Avera Contract Team Printerson American State Avera American State Avera American State Avera	Control Family Family and Control (Control and American American) Section 1 Family Family Control (Control (Co	and a second s	ine and a second se
Related			
terre d'attante parte	The last function of the second state of the s		-

LBSC 690: Jordan Boyd-Graber ()

E 990

イロン イヨン イヨン イヨン

Screen Design: New York Times

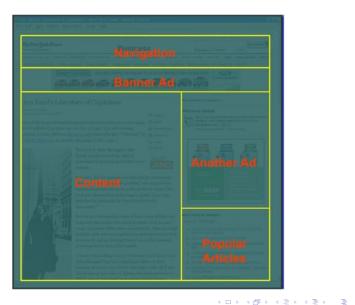


LBSC 690: Jordan Boyd-Graber ()

What Makes Usable Software

September 24, 2012 58 / 66

Screen Design: New York Times



LBSC 690: Jordan Boyd-Graber ()

What Makes Usable Software

September 24, 2012 58

58 / 66

Screen Design: Amazon



Screen Design: Amazon



LBSC 690: Jordan Boyd-Graber ()

- Chess analogy: a few simple rules that disguise an infinitely complex game
- The three-part structure
 - Openings: many strategies, lots of books about this
 - Middle game: nebulous, hard to describe
 - End game: well-defined, well-understood
- Information navigation has a similar structure!
- Middle game is underserved

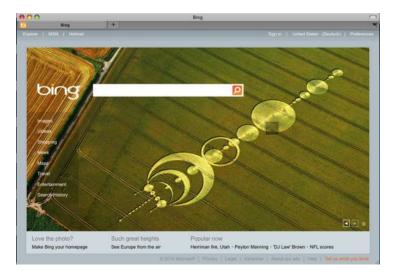
😺 Google - Mozilla Firefox		50 8
Ele Edit View History Bookmarks Tools Help		0
Web Images Video Idees Maps Genal more *	Coorle	Sooah I Sao n
	Google	1, 00, 000 (10) - 1
	Google Search.) I'm Feeling Lucky.	ind Search Anna Anna ¹ achd
	Adentising Programs - Business Solutions - About Google 60007 Geogle	
Done		015

E 996

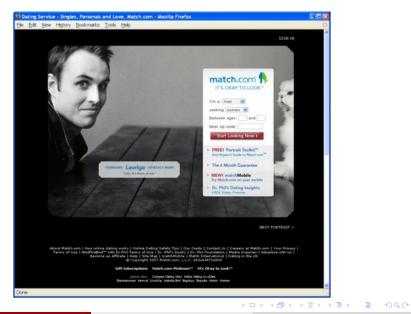
イロン イヨン イヨン イヨン



LBSC 690: Jordan Boyd-Graber ()



LBSC 690: Jordan Boyd-Graber ()



LBSC 690: Jordan Boyd-Graber ()

What Makes Usable Software

September 24, 2012 61 / 66

Endgame



LBSC 690: Jordan Boyd-Graber ()

What Makes Usable Software

September 24, 2012 62 / 66

Middle Game



- 31

Middle Game

Home > Buy > Search Results for	'autograph Tom Brady'
All Items Auctions I	All Categories Search Advance
autograph Tom Brady	(o, tom brady, reggle bush auto, tom brady sp, tom brady contenders
Narrow Your Results	31 items found for: autograph Tom Brady (Save this search)
Sports Mem, Cards & Fan	List View Picture Gallery
Shop (31)	Compare Item Itile
Autographs-Original (13) Autographs-Reprints (11) Cards (5) more	2007 TOPPS TX TOM BRADY AUTOGRAPH & GAME J Brady's regular card #3 in the set is included
Related Guides	TOM BRADY 8X10 PHOTO AUTOGRAPH AUTO COA
Sports Collectibles	GAL CERTIFIED BY THE BEST IN THE BUSINESS III
Graded Sports Cards Sports Autographs	

LBSC 690: Jordan Boyd-Graber ()

- 2

<ロ> (日) (日) (日) (日) (日)

Middle Game



LBSC 690: Jordan Boyd-Graber ()

イロン イヨン イヨン イヨン

63 / 66

3

Interaction Patterns

- Drive to content
- Drive to advertisement.
- Move up a level
- Move to next in sequence
- Jump to related

3

- Understand what devices provide input to a computer
- Understand basic principles of HCI
 - Connect the design of everyday objects with computer interfaces
 - Articulate what makes an object well or poorly designed
 - Learn about metaphors in modern interfaces
- Understand how to evaluate systems
- Understand principles of good Web site design

Accessible Pages

Your boss wants you to revamp the library's webpage. Here's his big idea: when you first come to the webpage, you'll see a picture of a teenager sitting on the floor surrounded by books. Each book has the name of one of the site's existing pages, and when users click on a the picture, it takes them to the appropriate page. Is this possible? How hard is it? How would you do it? Is it a good idea?

< 回 ト < 三 ト < 三 ト