

# Administrative Stuff

Wednesday office hours: 9:30am-10:45am or by appointment

Final on Wed. 5/14 at 5:05-7:05pm, Ingraham 22

Interim presentation slides by Thursday night!

Next Tuesday: guest lecture

No office hours next Wednesday

No class next Thursday/Friday

# Non-Empirical Methods: Heuristic Evaluation

Irene Rae  
Computer Sciences

CS-570 Introduction to Human-computer Interaction



**WISCONSIN**  
UNIVERSITY OF WISCONSIN-MADISON

**Empirical** user research = based on observation

Examples:

Contextual inquiries

Ethnographies

Thinkalouds

Diaries and cultural probes are observations by proxy

# Heuristic Evaluation

Heuristics: rules of thumb

A **rational** or **logical** (non-empirical) expert review method where heuristics are used to find usability problems.

Small team of evaluators using **recognized usability principles**

**What would you pick?**

# Nielsen's 10 Major Heuristics

1. Visibility of system status
2. Match between system and real world
3. User control and freedom
4. Consistency and standards
5. Error prevention
6. Recognition rather than recall
7. Flexibility and efficiency of use
8. Aesthetic and minimalist design
9. Help users recognize, diagnose, and recover from errors
10. Help and documentation

**More detailed  
heuristics in readings!**



# I. Visibility



“The system should **always keep users informed** about what is going on, through appropriate feedback within a reasonable time.”

Both visibility of system status & use of feedback

Any time the user wonders what state the system is in or the result of some action, this is a **visibility violation**

Visibility of **system status and feedback**

# Feedback durations

< 0.1  
second

Limit for user feeling the system is **reacting instantaneously**

0.1 to 1.0  
seconds

Limit for user's **flow of thought** to stay uninterrupted, **noticeable**

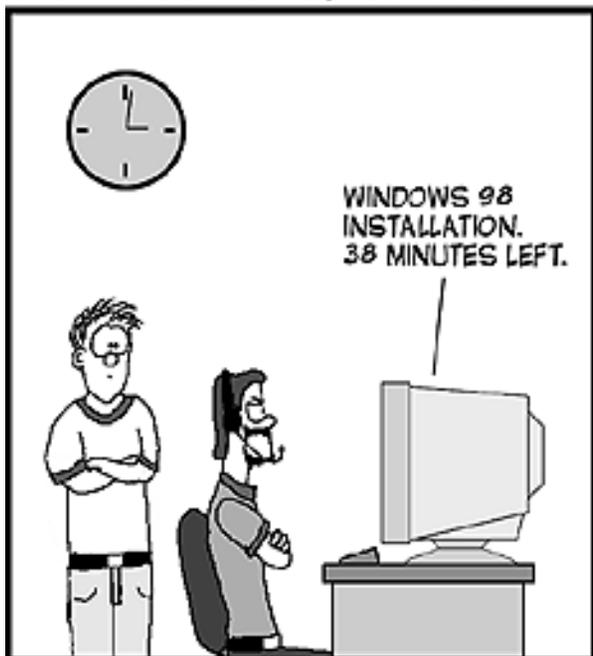
1.0 to 10.0  
seconds

Limit for keeping user's **attention**, **requires user feedback**

> 10.0  
seconds

Users will multi-task, **progress indicator required**

USER FRIENDLY by Illiad



Copyright (c) 1999 Illiad



Time Left: 00:00:19 searching database for matches



Upload the file or [Cancel](#)



picnik



Fluffing clouds...



Your password has been emailed.

Theresa Neil sign in

Type new password:

Six-characters minimum; case sensitive

Password strength: **Strong**



Examples by Theresa Neil



Search Mail

Search the Web

**Your message has been sent.**

delete



Move to ▾

Labels ▾

More actions ▾

Refresh

1 - 2 of 2

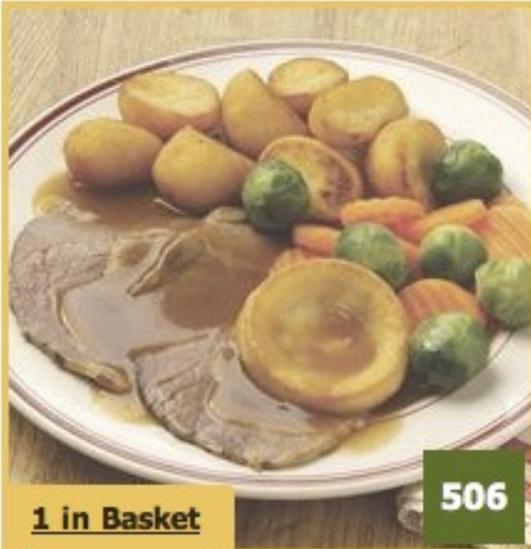
» **Best boots for a rainy day hike?** - The weekend weather is look**Mar 21**» **Weekend plans** - Great news! We've got a great hike planned for**Mar 21**

## Claim Submitted.

Thank you for submitting your claim.

We will send your App Code by email once your claim has been validated.

# Positive Feedback



**1 in Basket**

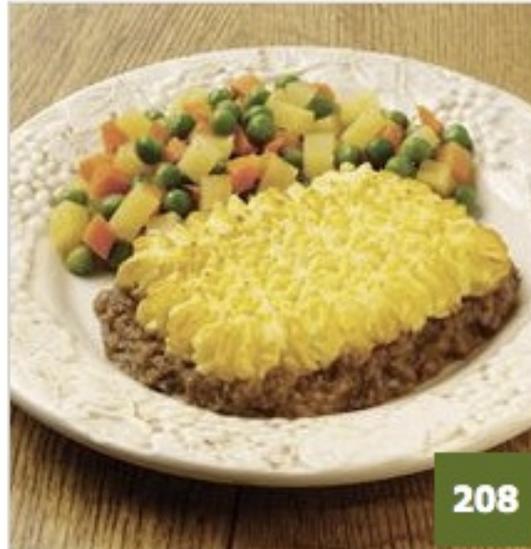
**506**

## Roast Beef & Yorkshire Pudding

The classic roast dinner - tender steam roasted be... [more](#)

**£4.00**

**Add another**



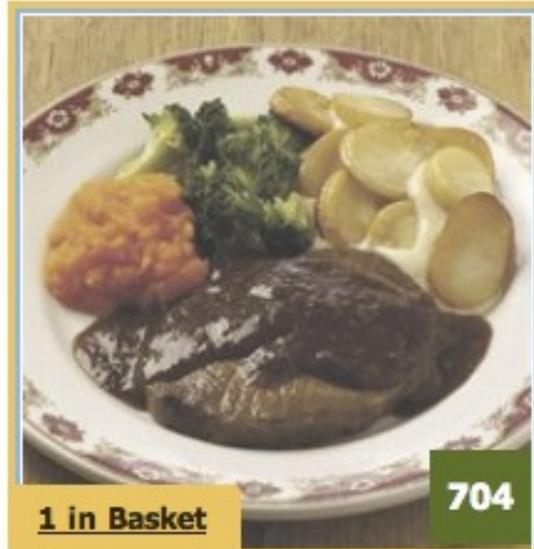
**208**

## Cottage Pie

Real comfort food - savoury minced beef topped wit... [more](#)

**£2.95**

**Add to basket**



**1 in Basket**

**704**

## Steak in Red Wine & Port Sauce

Tender feather steak in a rich red wine and port s... [more](#)

**£5.15**

**Add another**

## 2. Real World Match

“The system should **speak the user’s language**, with words, phrases, and concepts familiar to the user, rather than system-oriented terms. **Follow real-world conventions**, making information appear in a natural and logical order.”

Refers to word and language choice, conceptual model, metaphors, mappings, and sequencing problems.

“PC load letter! What the \*\*\*\* does that mean?!”

– Office Space

Plastic Containers > Clear Plastic Display Boxes, Clear Plastic Boxes, Clear Display Cases

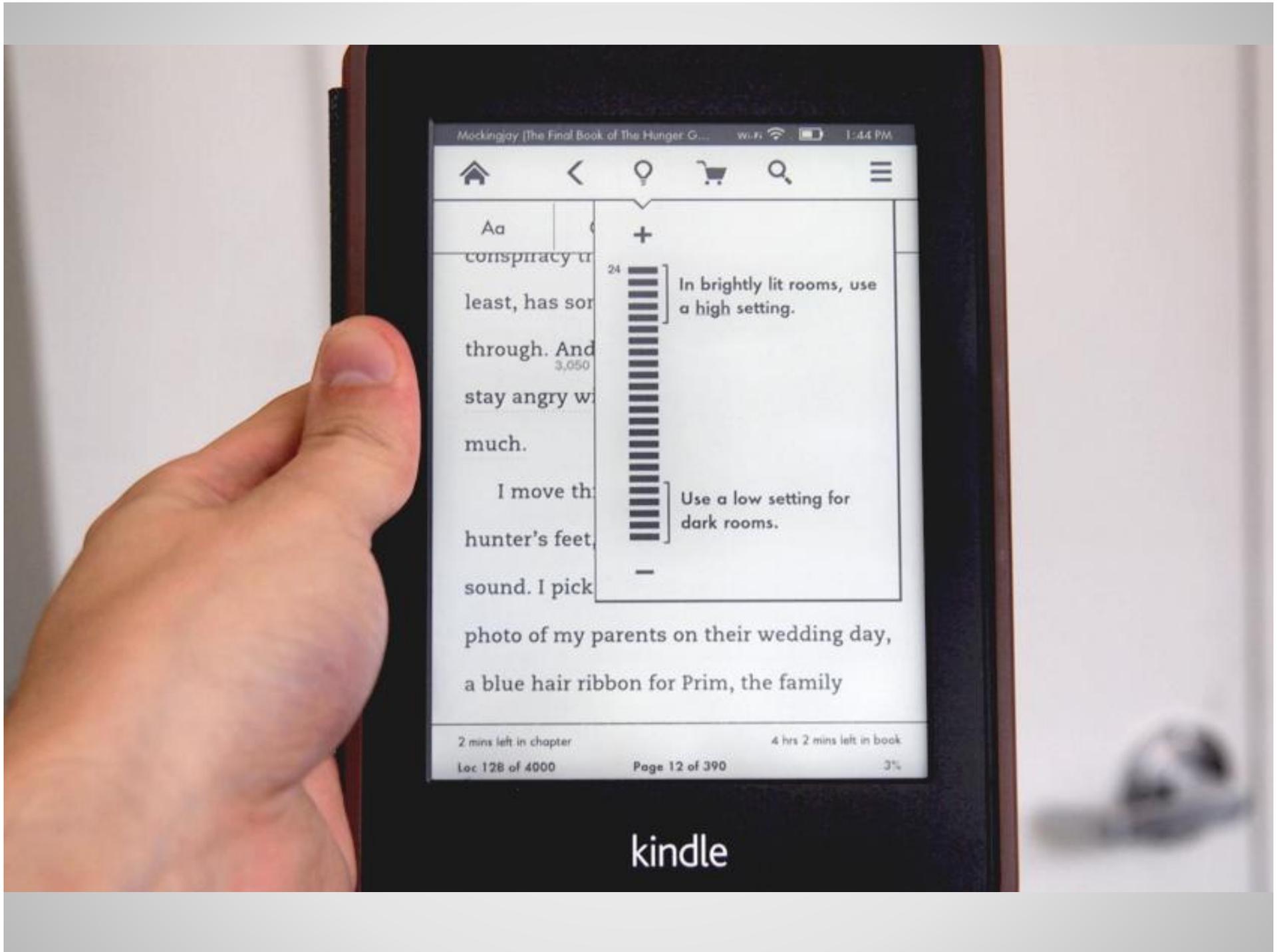


Clear Plastic Display Boxes, Clear Plastic Boxes, Clear Display Cases

- SELECT ONE -
- SELECT ONE -
- Clear Flat Top Box 751 (10 ct) - \$12.00
  - Clear Flat Top Box 752 (10 ct) - \$12.50
  - Clear Flat Top Box 754 (10 ct) - \$14.50
  - Clear Flat Top Box 760 - \$2.10
  - Clear Flat Top Box 762 - \$2.45
  - Clear Flat Top Box 763 - \$4.00
  - Clear Flat Top Box 764 - \$3.65
  - Clear Flat Top Box 765 - \$5.00
  - Clear Flat Top Box 772 - \$4.00
  - Clear Flat Top Box 773 - \$4.40
  - Clear Flat Top Box 774 - \$4.75

1

Totem Pole



Aa  
conspiracy tr  
least, has sor  
through. And  
stay angry w  
much.

+

24

In brightly lit rooms, use a high setting.

Use a low setting for dark rooms.

-

I move th  
hunter's feet  
sound. I pick  
photo of my parents on their wedding day,  
a blue hair ribbon for Prim, the family

### NARROW YOUR CHOICES

#### WOMEN'S SIZE

- 4.5
- 5
- 5.5
- 6
- 6.5
- 7
- 7.5
- 8
- 8.5
- 9
- 9.5
- 10
- 10.5
- 11
- 12
- 12.5
- 13
- 13.5

#### WOMEN'S WIDTH

- N
- M
- W
- 2A
- A
- B
- D

#### STYLES

- Bootie (39)
- Rain Boot (18)
- Cowboy Boots (10)
- Platform (9)
- Combat (6)
- Euro (6)
- Peep Toe (5)
- Slouch (5)
- Chelsea (3)
- Harness (3)
- Athletic (1)
- Chelsea (1)

#### BOOT SHAFT

- Ankle (52)
- Mid-Calf (29)
- Adjustable (15)
- Standard (13)
- Knee High (5)

#### HEEL HEIGHT

- Flat (8)
- Under 1in (12)
- 1in - 1 3/4in (38)
- 2in - 2 3/4in (2)
- 3in - 3 3/4in (14)
- 4in - 4 3/4in (6)
- 5in & over (1)

#### COLOR

- Black (27)
- Brown (8)
- Tan (7)
- Beige (6)
- Red (5)
- Blue (4)
- Taupe (4)
- White (3)
- Bone (2)
- Bronze (2)
- Green (2)
- Purple (2)

### Your Year in Review

We're glad you're here! Let's talk about what happened in your life over the past year. This lays the groundwork for your return and helps us personalize your experience. Check any that apply.

#### Marital Status

- Got married
- Got divorced or separated

#### Family Life

- Had a baby
- Adopted a child
- Had a death in my family

#### Education Expenses

- Had a child in college
- I or my spouse went to college

#### Medical Bills

- Had a major illness or dental or medical expense

#### Real Estate

- Bought a house
- Sold a house
- Inherited property
- Had a foreclosure

#### Job-related

- Served in the military
- Looked for a new job
- Started a new job
- Started a business
- Moved for a job
- Lost a job
- Retired

Next

## 3. User in Control

“Users often choose system functions by mistake and will need a clearly marked ‘emergency exit’ to leave the unwanted state without having to go through an extended dialogue. Support **undo** and **redo**.”

Not just for navigation exits, but for getting out of any situation or state.



recent 2



**Pete Bergman**

Check out these photos I took...  
just now



**Bryan Haynes**

I'll send you the link, it's hilarious  
12:45



**Edwin Smith**

Should be arriving at 2pm  
10:25



**Maxine Richardson**

Going out for an hour or so  
10:15



**Nina Kovac, Pete Bergman,...**

Travel safely 😊  
09:26



**Erika Sullivan**

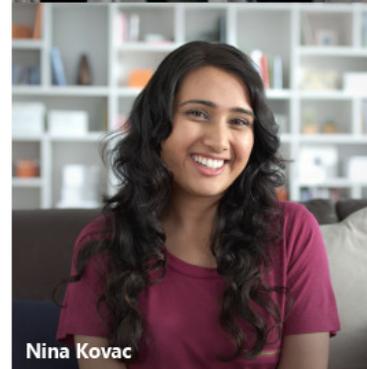
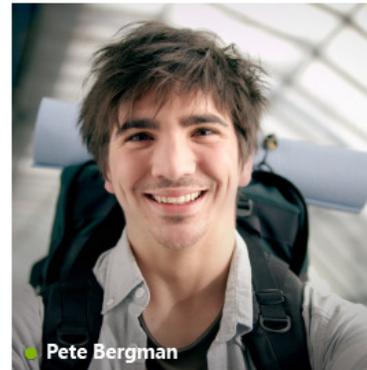
😊  
09:12



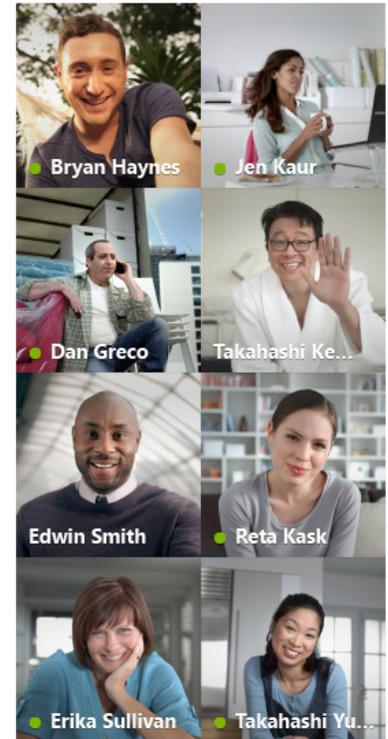
**Takahashi Kenta**

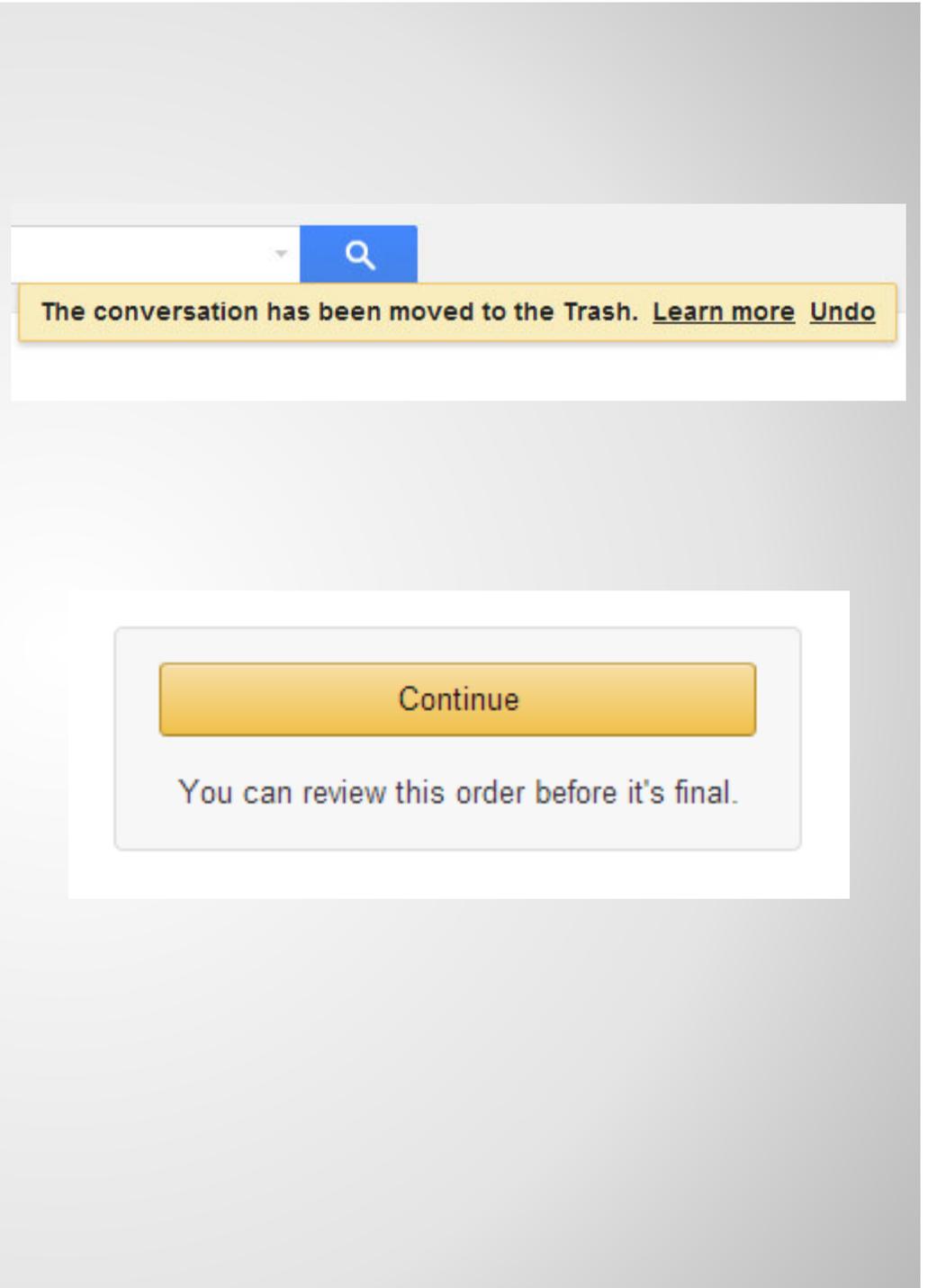
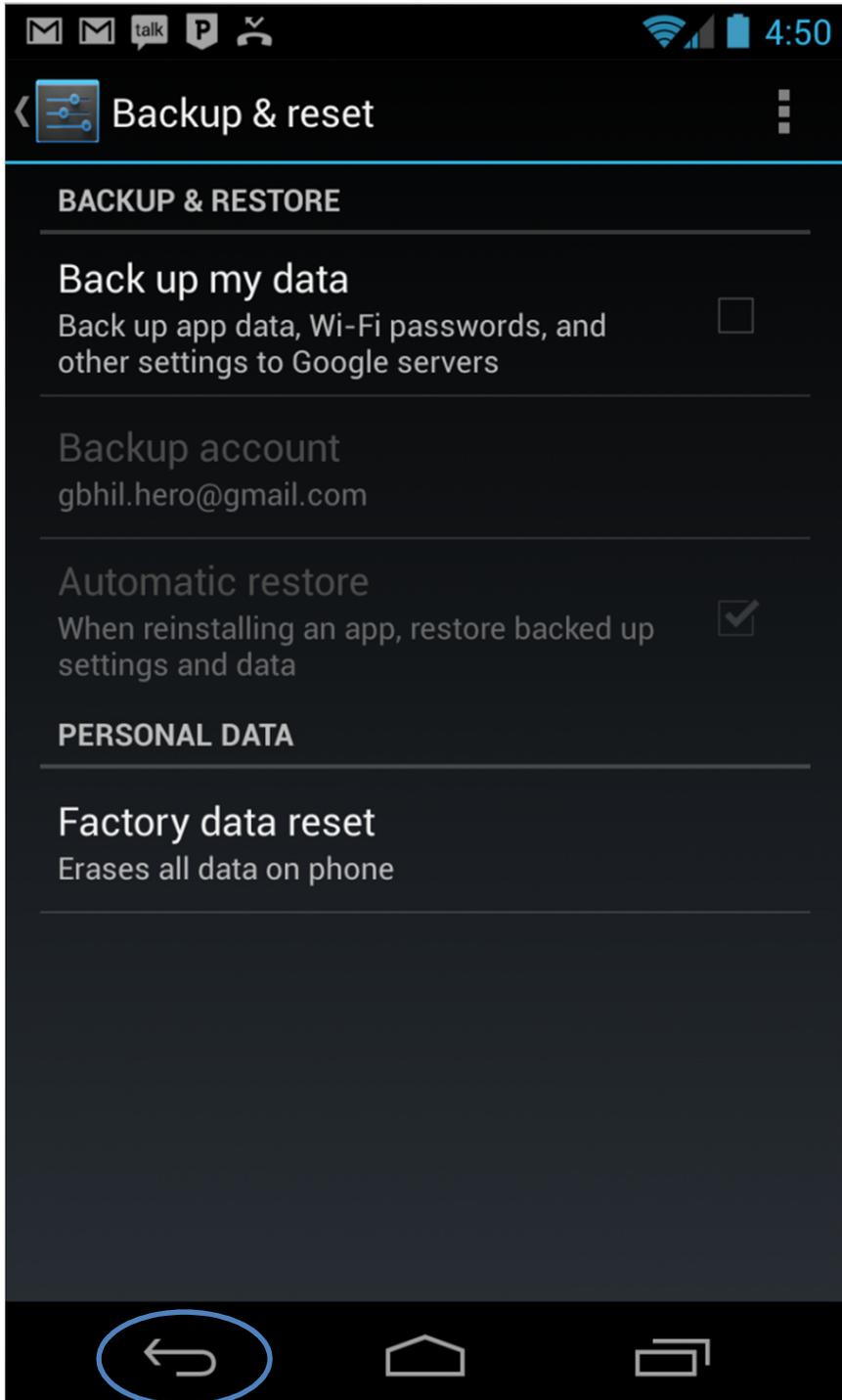
Brilliant.  
8:34

favorites +



people ▶



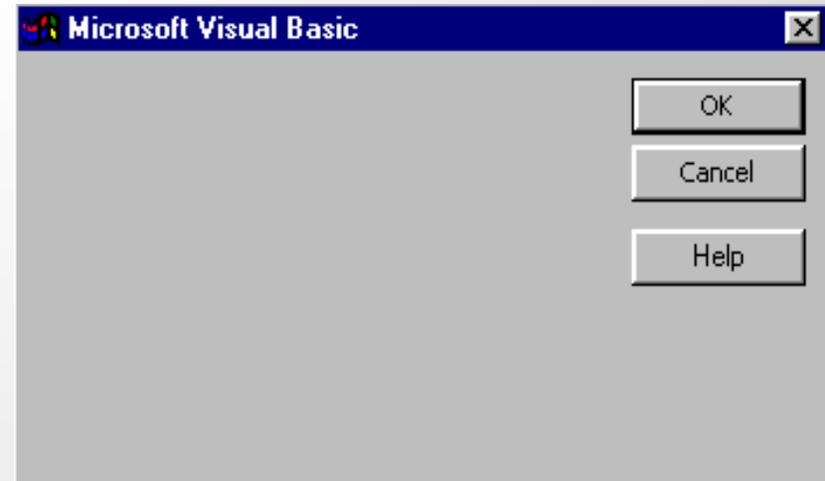
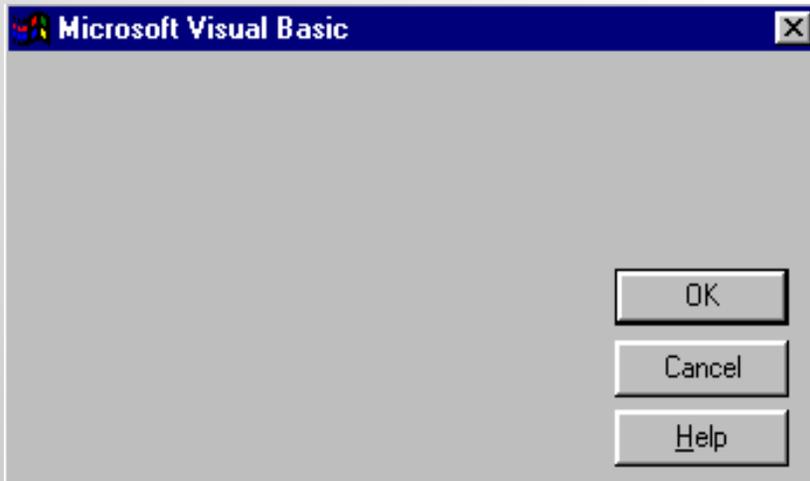
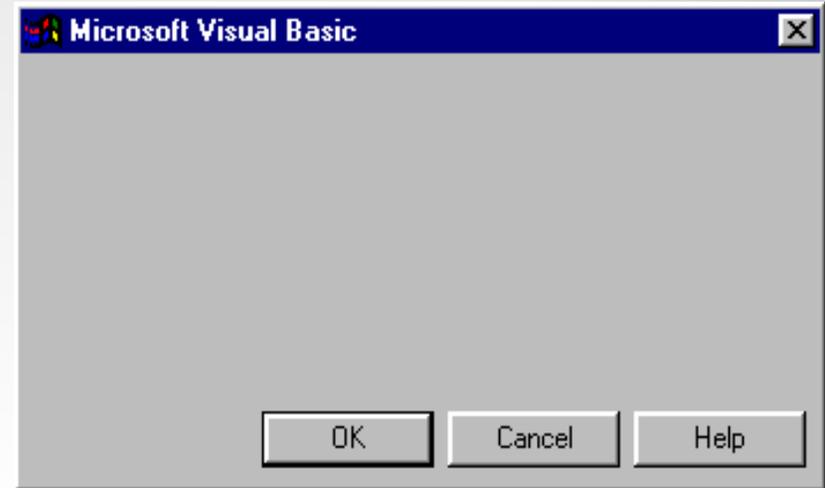
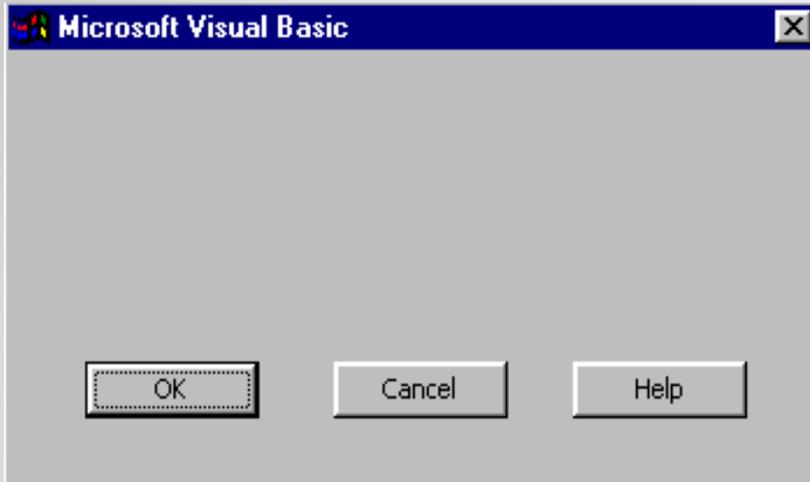


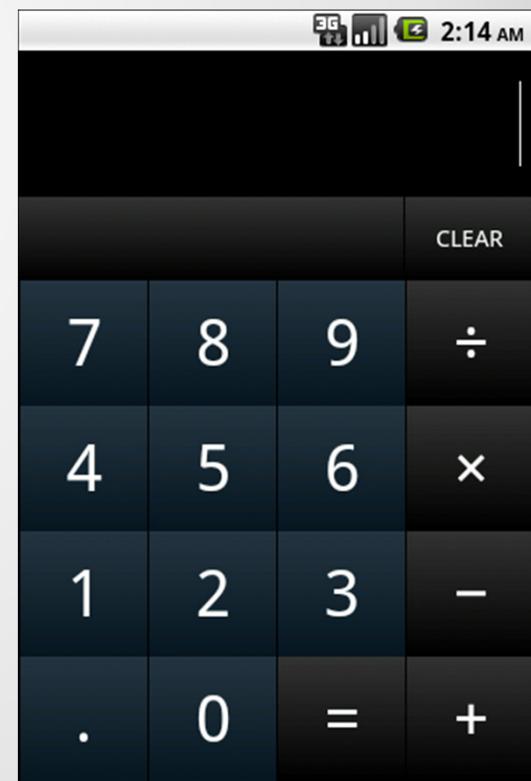
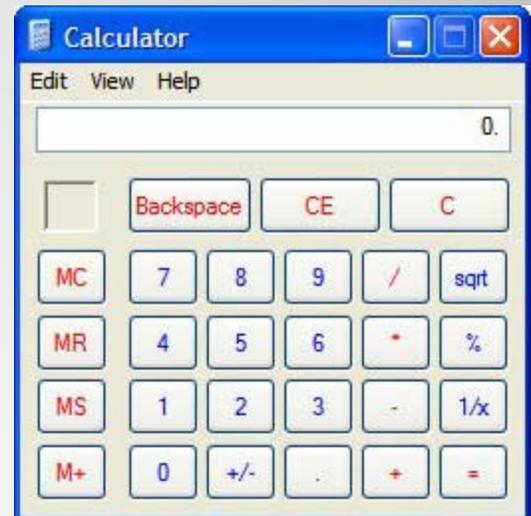
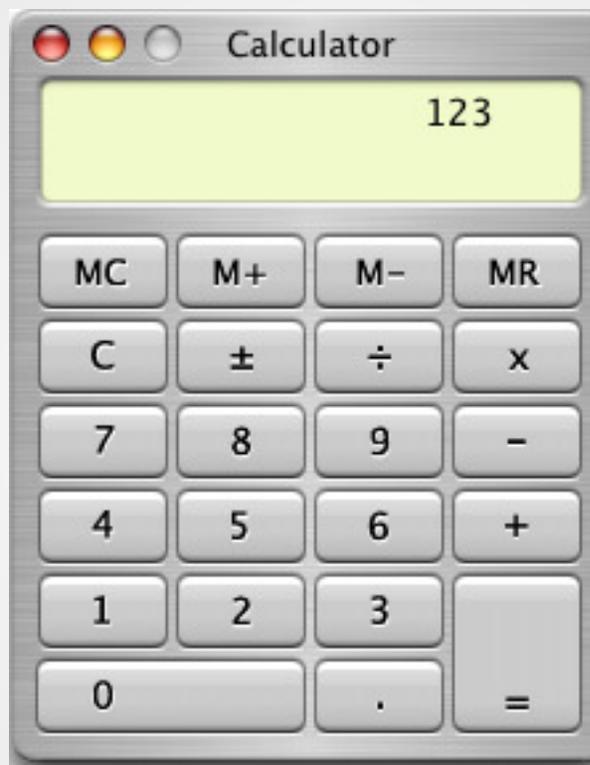
## 4. Consistency

“Users should not have to wonder whether different words, situations, or actions mean the same thing. Follow platform conventions.”

**Internal consistency** is consistency throughout the same product.

**External consistency** is consistency with other products in its class.





## 5. Error Prevention

“Even better than good error messages is a careful design which prevents a problem from occurring in the first place. Either **eliminate error-prone conditions or check for them and present users with a confirmation option** before they commit to action.”

Try to commit errors and see how they are handled. Could they have been prevented?

Address errors **before they occur**



user interface



user interface

user interface design

user intervention required

user interface design principles

About 184,000,000 results (0.48 seconds)

### User interface - Wikipedia, the free encyclopedia

[en.wikipedia.org/wiki/User\\_interface](https://en.wikipedia.org/wiki/User_interface) - Wikipedia

The **user interface**, in the industrial design field of human-machine interaction, is the space where interaction between humans and machines occurs. The goal ...

[Graphical user interface](#) - [User interface design](#) - [Object-oriented user interface](#)

## WARNING!

Resetting your phone will erase all your personal content, including apps that you have purchased and downloaded, and will restore the factory settings. Do you want to continue?

yes

no

## 6. Recognition Not Recall

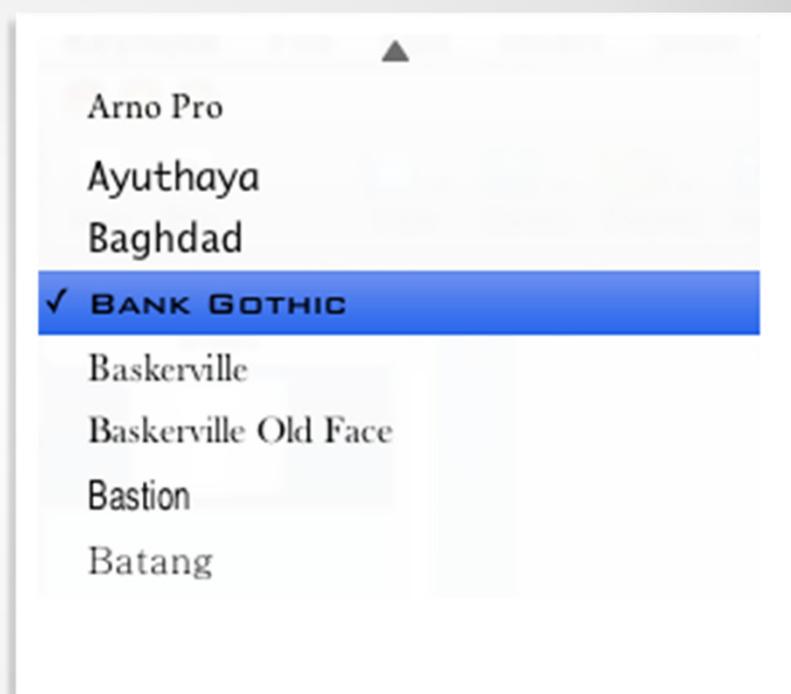
**“Minimize the user’s memory load by making objects, actions, and options visible.”**

The user should never carry a memory load

Visibility of **features and information**

```
12 | $maxcol = 5;  
13 | st  
stat  
str_pad  
str_repeat  
str_replace  
str_rot13  
strcasecmp  
strchr  
strcmp  
strcoll  
strcspn  
strftime  
strip_tags
```

);\$i++){  
case ". \$pendin  
3C//DTD HTML 4  
title>  
t-Type" content  
content="Quanta :  
pe="text/css" :  
der="0" cellpadding  
ght" >



**Are there  
exceptions to this?**

# Passwords

## Shutter Bug

Please log in to your account.



This website is protected by 256-bit SSL security

Not your account? [Find it here](#)



Username:

Password:

Login

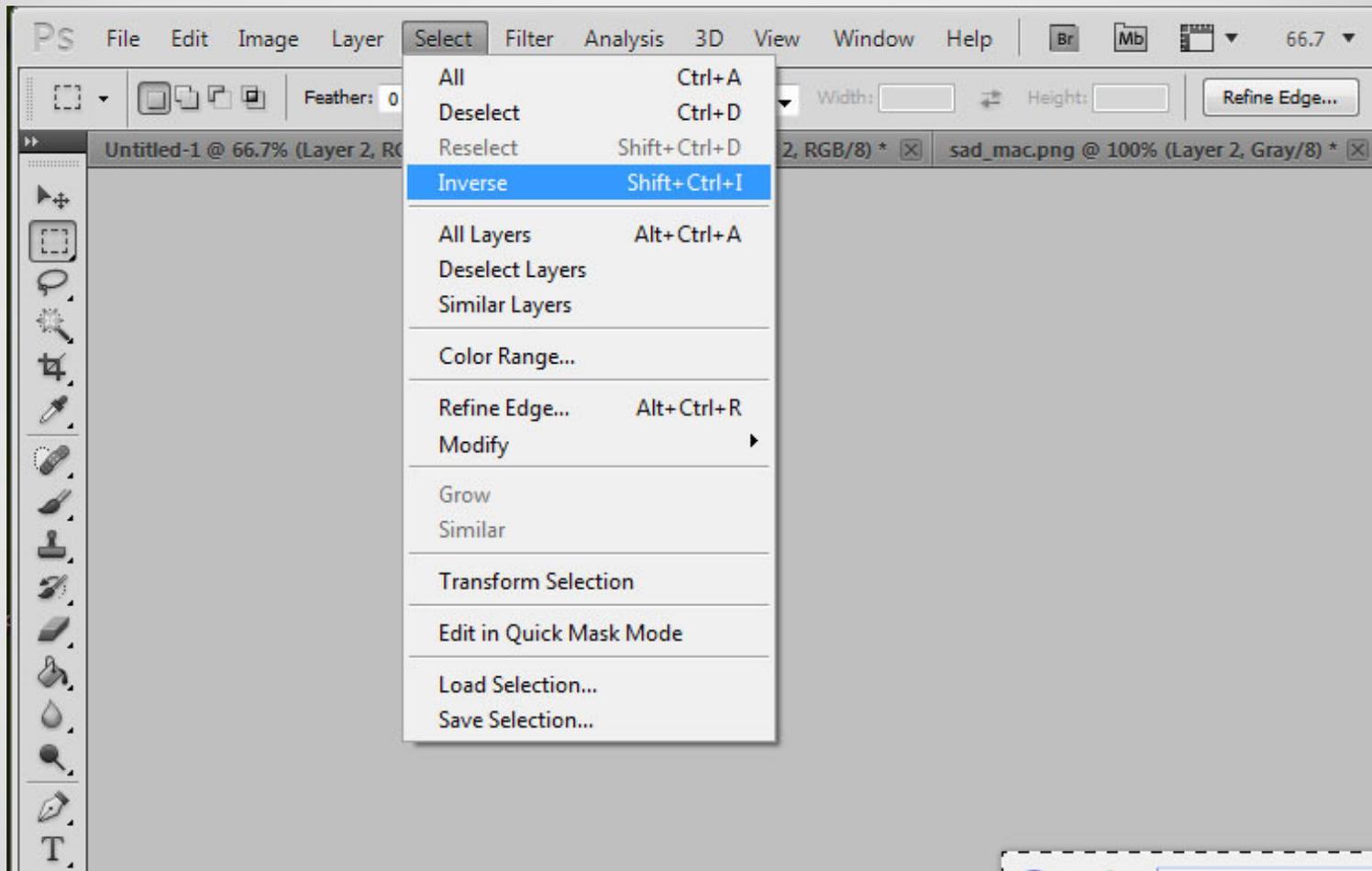
[Forgot your username or password?](#)

## 7. Flexibility and Efficiency

“Accelerators—unseen by the novice user—may often speed up the interaction for the expert user such that the system can **cater to both inexperienced and experienced users.**”

Allow users to tailor frequent actions

Allow multiple ways of doing things





You can take a closer look at some items. Click on the gate buzzer

skip tutorial

Menu

INVENTORY

Hint

## 8. Aesthetic Design

“Dialogues should not contain information which is irrelevant or rarely needed. Every extra unit of information in a dialogue competes with the relevant units of information and diminishes their relative visibility.”

Not just about “ugliness” but about clutter, overload of the visual field, visual noise, distracting animations, etc.

Form Title -- (appears above URL in most browsers and is used by WWW search)		Background Color:
Q&D Software Development Order Desk		FFFBF0 <input type="button" value="..."/>
Form Heading -- (appears at top of Web page in bold type)		Text Color:
Q&D Software Development Order Desk <input type="checkbox"/> Center		000080 <input type="button" value="..."/>
E-Mail responses to (will not appear on)	Alternate (for mailto forms only)	Background Graphic
dversch@q-d.com		<input type="button" value="..."/>
Text to appear in Submit button	Text to appear in Reset button	<input type="radio"/> Mailto
Send Order	Clear Form	<input checked="" type="radio"/> CGI
Scrolling Status Bar Message (max length = 200 characters)		
***WebMania 1.5b with Image Map Wizard is here!***		
<input type="button" value=" &lt;&lt; Prev Tab"/>		<input type="button" value=" Next Tab &gt;&gt;"/>

YAHOO!

Search

My Yahoo

Hi,

Mail

- Mail
- Autos
- News
- Sports
- Finance
- Weather
- Games
- Homes
- Food
- Tech
- Answers
- Screen
- Flickr
- Jobs
- Shopping
- Travel
- Dating

More Yahoo Sites >

Get the Yahoo mobile app

Make YAHOO!

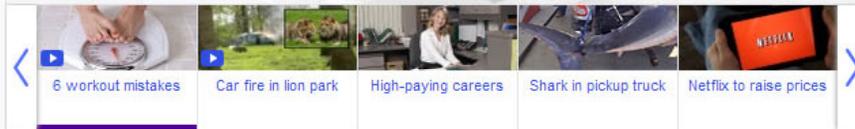


### 6 reasons why your workout isn't working

You can hit the gym every day and still not get results, due to these common, and costly, mistakes.

[Avoid an empty stomach >](#)

1 - 5 of 70



All Stories News Local Entertainment Sports More



### Expectant Parents Asked the Internet to Name Their Child. And the Winning Name Is...

In January of this year, an expectant father named Stephen started the website NameMyDaughter.com, where anyone on the Internet could suggest and vote on



### Woman accused in babies' deaths appears in court

PROVO, Utah (AP) — Prosecutors have been granted more time to determine what charges to file against a Utah woman accused of killing six of her babies and storing their bodies in her garage.



### Prince George Squeals With Delight, Meeting His Bilby Namesake With Parents Kate Middleton, Prince William: Pictures

Kate Middleton and Prince William took their son Prince George to the Taronga Zoo

### Trending Now

- 1 Macaulay Culkin
- 2 Melissa Gorga
- 3 Starved inmate
- 4 Real Housewives of At...
- 5 Courthouse shooting
- 6 Neil Patrick Harris
- 7 Antiaging creams
- 8 Mila Kunis
- 9 Oscar Mayer recall
- 10 Heaven Is for Real m...

### Today's Headlines

- 1 First since 1983: American man wins Boston Marathon
- 2 U.S. weighs curbing deportations
- 3 Biden offers Ukraine U.S. help on energy, aid allocation
- 4 U.S. must disclose version of drone memo: court  
41 minutes ago
- 5 U.S. looking into possible chemical attack in Syria

### Madison

68°F Cloudy



Today  
67° 38°



Tomorrow  
57° 32°



Wednesday  
56° 40°

### Quotes Yahoo Finance

S&P 500	1,871.89	↑	0.38%
NASDAQ Composite	4,121.55	↑	0.64%
Dow Jones Indust...	16,449.25	↑	0.25%



EXIT



The Soldier  
Welcome to the **Soldier** weapons course!  
Press Spacebar to continue

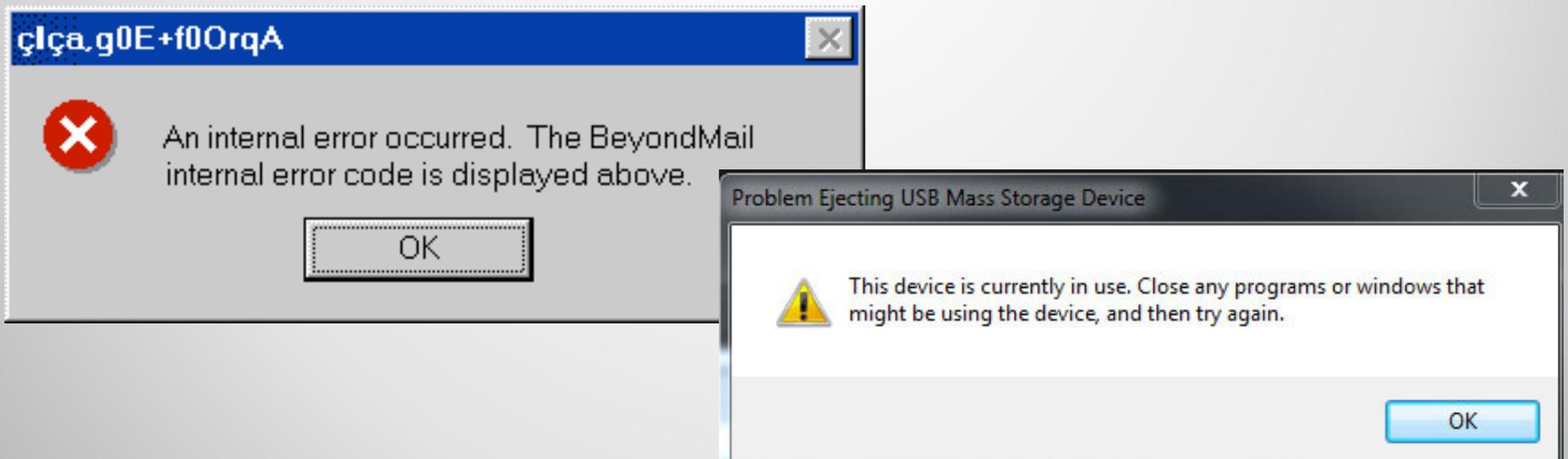


4/20

# 9. Error Recovery

“Error messages should be expressed in **plain language** (no codes), **precisely indicate the problem**, and **constructively suggest a solution**.”

How to address errors **after they occur**



## Welcome, please fill in your details

Choose a Username

Username available

First Name

Last Name

Password

Password must be at least 6 characters long

Retype Password

### Space detected!

A space was detected in folder name leading to folder UniServer

Unfortunately spaces are not allowed in path names  
Please correct and try again.

Reasons for this restriction:

Ability to run legacy applications.

This also avoids restricted write permissions in C:\Program Files.

Note:

If you wish to run The Uniform Server containing spaces in the path  
use a virtual drive as explained in document run\_on\_drive\_w.txt  
located in folder UniServer\alternative\_control. Suitable only  
when servers are run as a program

OK

# 10. Help and Documentation

Although it is better if the system can be used without documentation, it may be necessary to **provide help and documentation.**

Should be easy to search, focused on the user's task, list concrete steps to carry out, not too large.

Different than a “user manual”

Main Menu

Federal

State

File

Personal Information

Income

Adjustments and Deductions

Credits

Taxes

Federal Wrap-up

Add Bookmark

\$0

Federal Refund

## Your Year in Review

We're glad you're here! Let's talk about what happened in your life over the past year. This lays the groundwork for your return and helps us personalize your experience. Check any that apply.

### Marital Status

- Got married
- Got divorced or separated

### Family Life

- Had a baby
- Adopted a child
- Had a death in my family

### Education Expenses

- Had a child in college
- I or my spouse went to college

### Medical Bills

- Had a major illness or dental or medical expense

### Real Estate

- Bought a house
- Sold a house
- Inherited property
- Had a foreclosure

### Job-related

- Served in the military
- Looked for a new job
- Started a new job
- Started a business
- Moved for a job
- Lost a job
- Retired

Next 

## Help Center

tax question 

### Common Questions

[What do I need to get started?](#)[How do I navigate through the Interview?](#)[Why can't I go to some of the later Interview topics?](#)[Feedback](#)

**Questions?**

# Conducting a Heuristic Evaluation

# Heuristic Evaluation Process

## Step 1: Individual Evaluation

Each evaluator compares the design with known usability principles (heuristics)

Each evaluator writes down all problems in a Usability Aspect Report (UAR)

## Step 2: Group Process

Group combines the problems & assigns severity ratings

## Step 3: Write a report

# Heuristic Evaluation vs. Usability Testing

## **Heuristic Evaluation**

Inspection method

3-5 evaluators, 1 manager

Evaluators shouldn't be left without help

1-4 hours/session

Finds hardest-to-find problems, but may miss common problems

## **Usability Testing**

Empirical method

5 users, 1 experimenter

Users left without help to struggle

0.5-1 hour/session

Finds most common problems, including conceptual model problems

# Step 1: Individual Evaluation

Briefing (Method, Domain, Scenario)

Evaluation by each individual:

Read all heuristics & descriptions, queue in mind

Have cheat sheet of heuristics in front of you

Inspect flow & each screen against heuristics

Make a **general pass** to get a feel and not gross violations

Make a **second detailed pass** focusing on things that caught your attention earlier

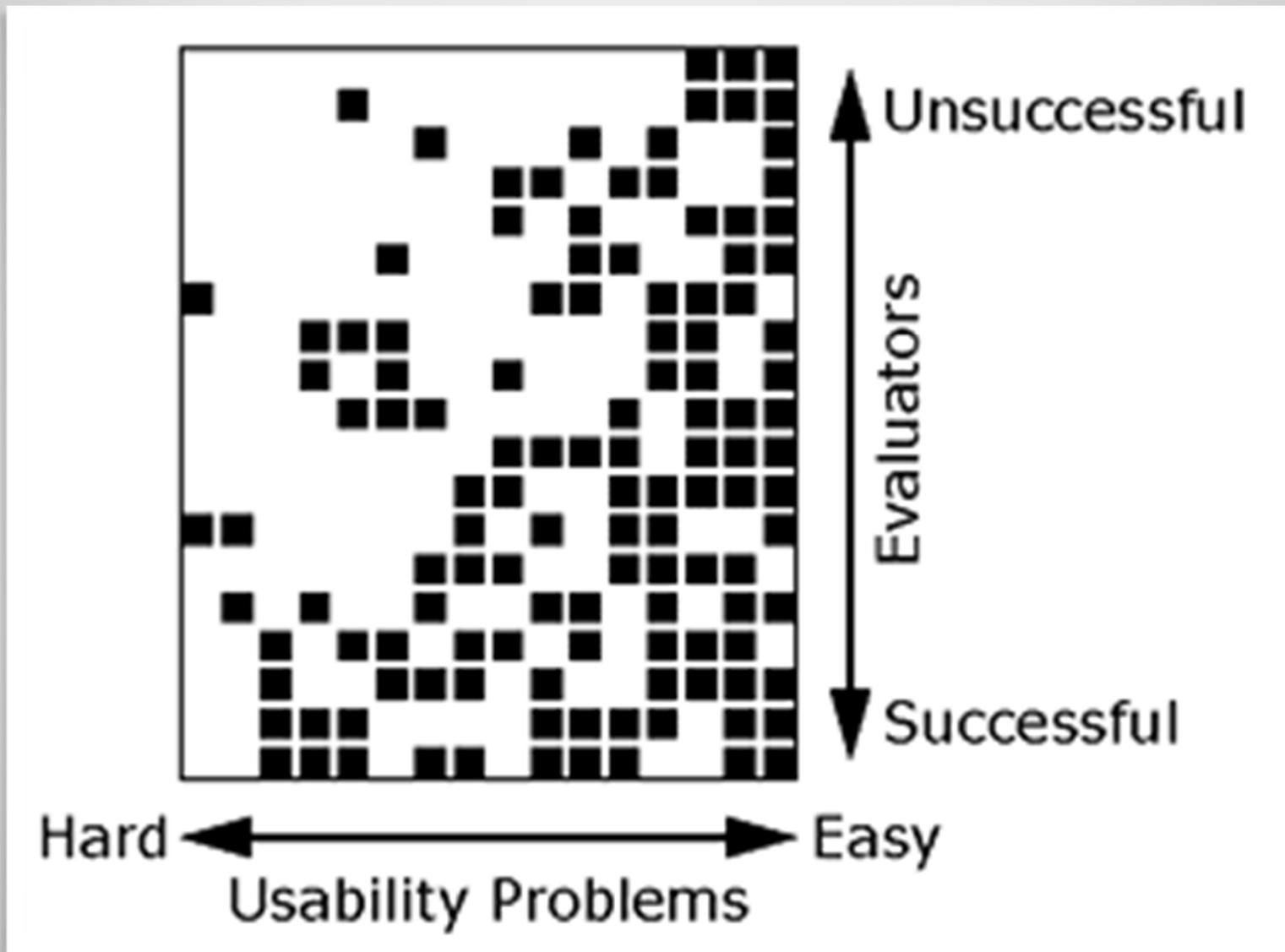
# More Than One Evaluator!

Not a single-user empirical test

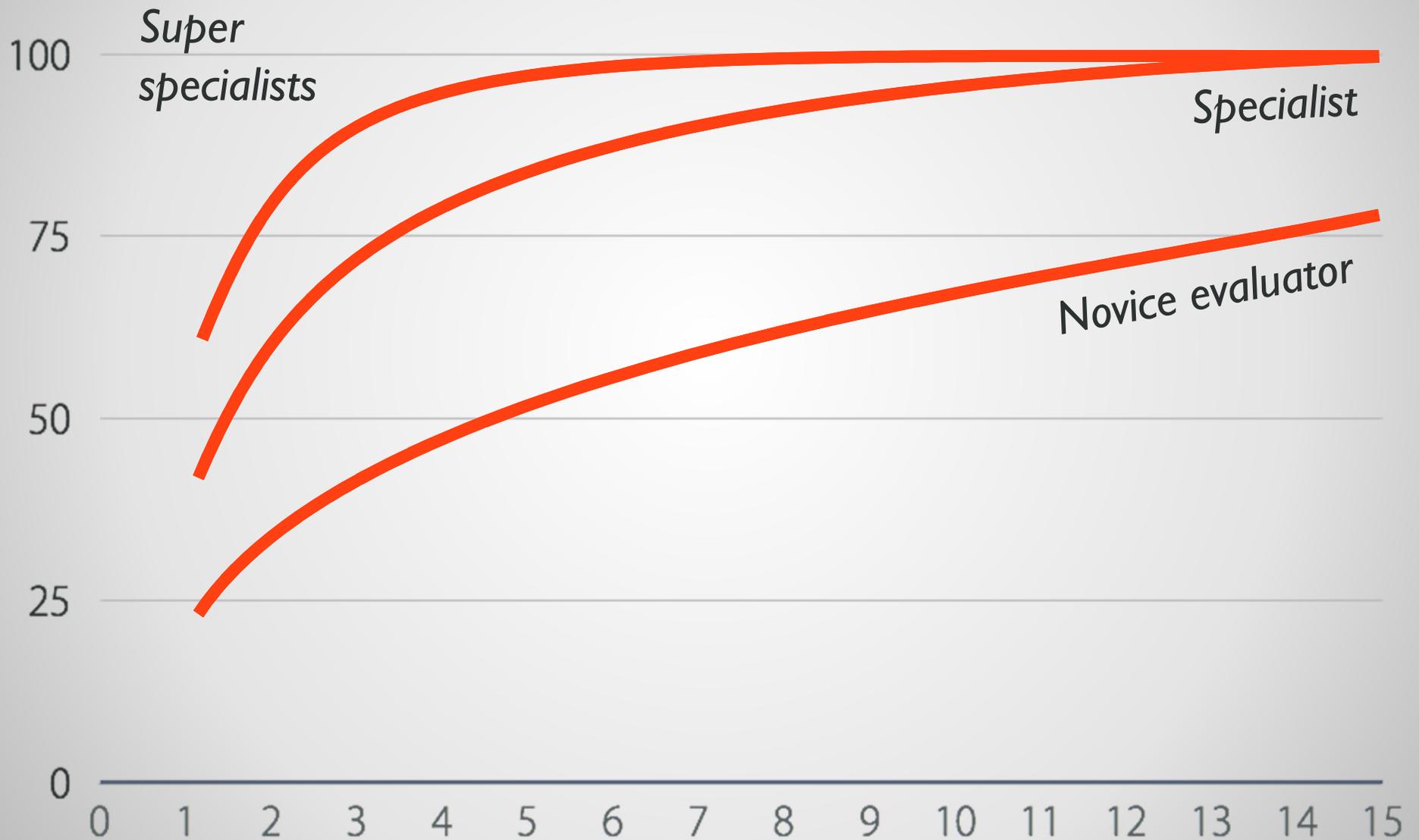
A single person won't find all usability problems

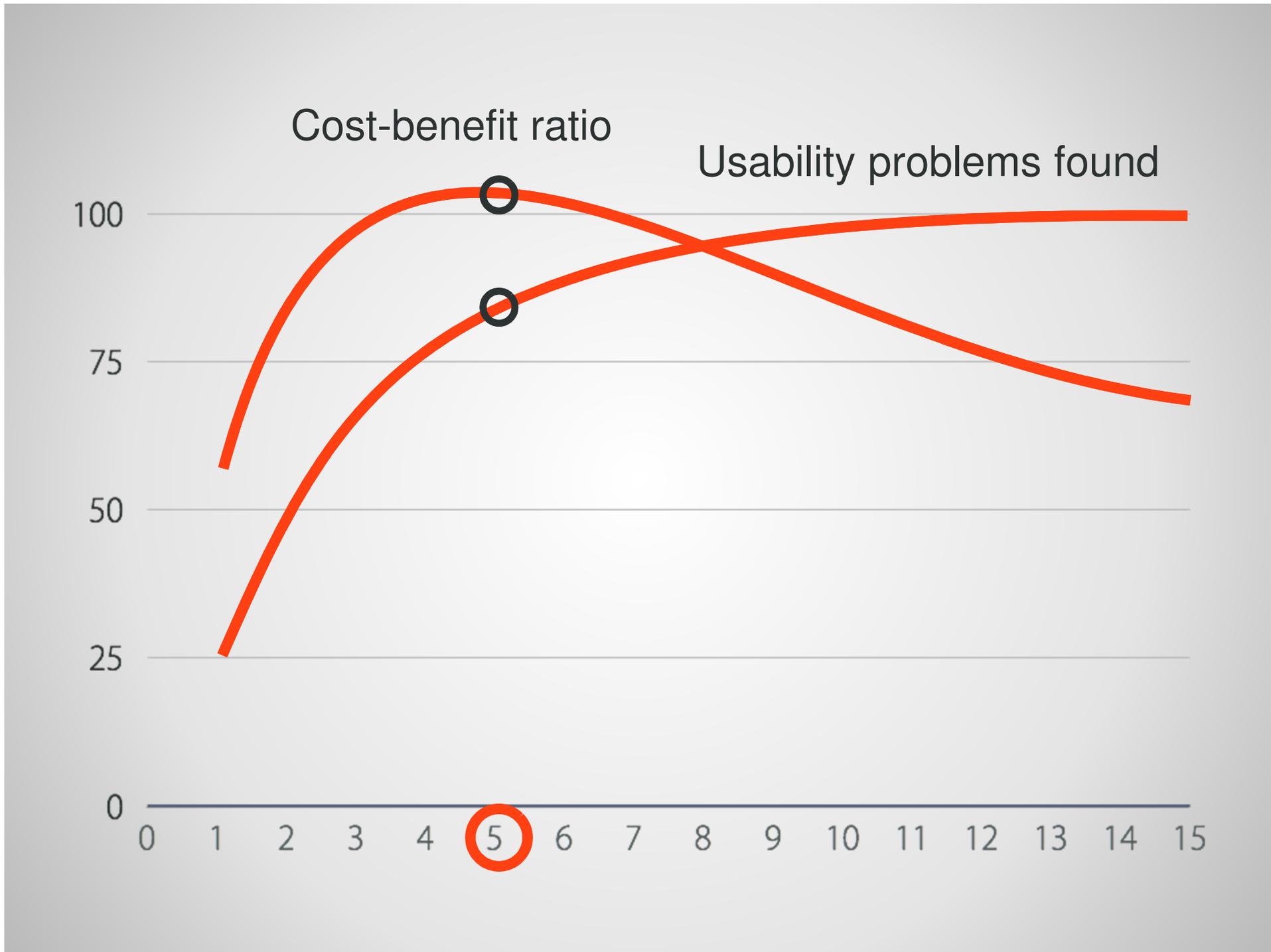
Different people find different problems

Successful evaluators may find easy and difficult problems



# How Many Evaluators?





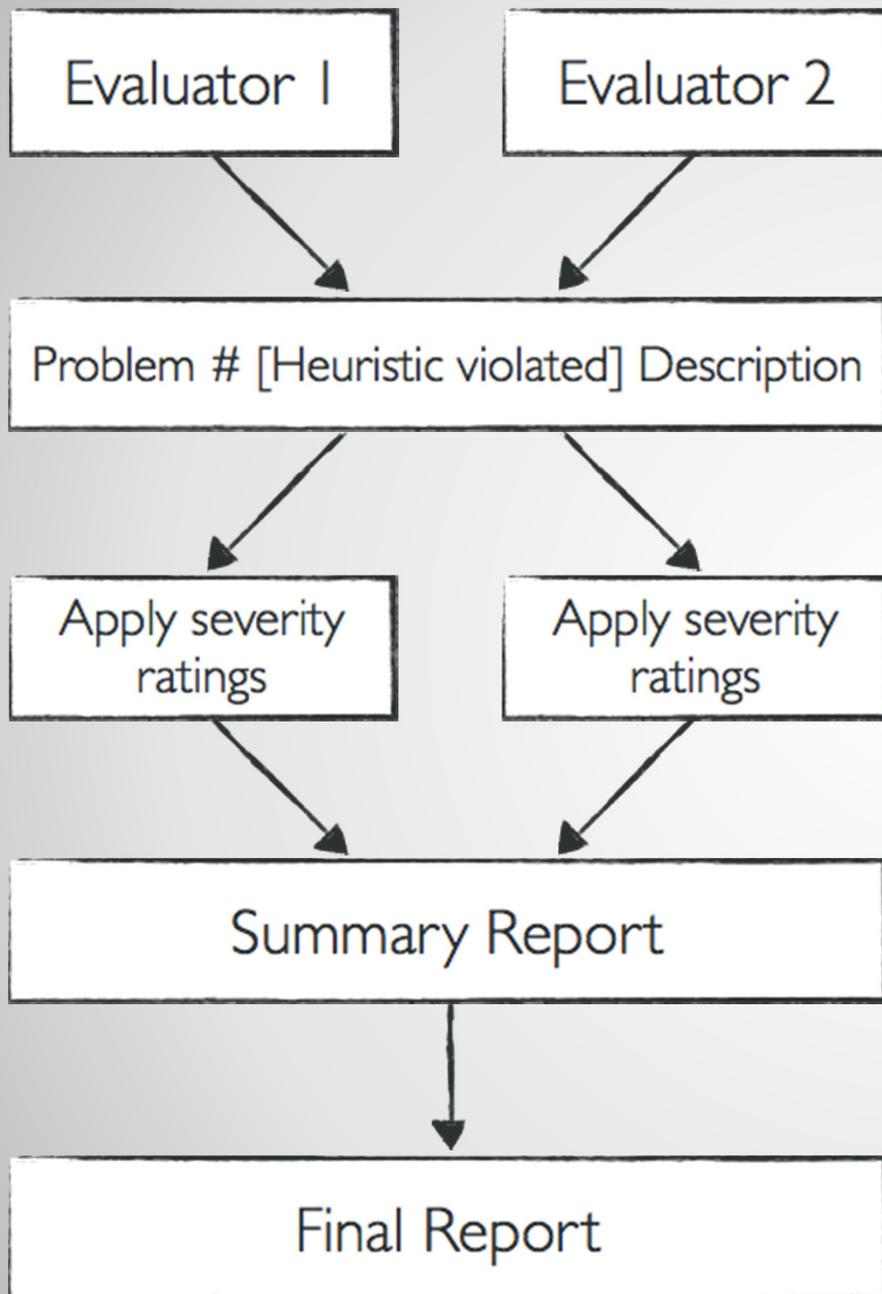
Total number of usability problems in the design

Number of evaluators

5

$$N = (1 - (1 - L)^n)$$

Proportion of problems discovered per evaluator



Multiple evaluators independently produce a list of usability problems.

Aggregate findings into a single list of problems and the heuristics violated. Eliminate redundancies and clarify.

Independently review the list and assign a severity rating to each problem.

Create a summary report that includes the average severity rating for each problem. The evaluators and design team then go through a debriefing session, discuss the problems, potential fixes, and add fix ratings to the summary report.

UI Redesign / Next Prototype

**Questions?**

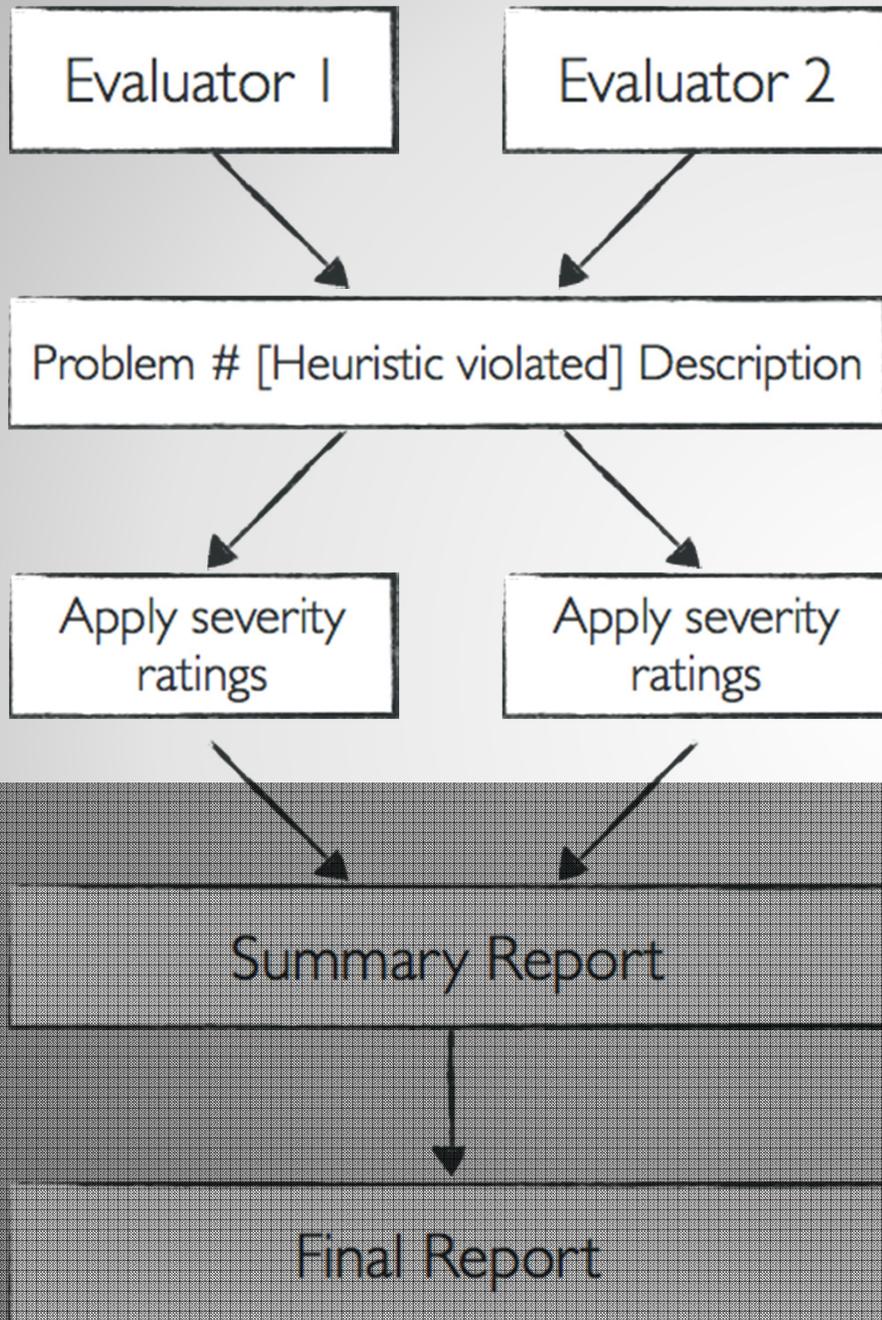
# Severity & Fixability Ratings

Used to allocate resources to fix problems & make estimates for future usability efforts

Combination of **frequency**, **impact**, and **persistence**

Done independently by all evaluators

Done after the heuristic evaluation



Multiple evaluators independently produce a list of usability problems.

Aggregate findings into a single list of problems and the heuristics violated. Eliminate redundancies and clarify.

**Independently review the list and assign a severity rating to each problem.**

# Components

## **Frequency**

Will the problem be common or rare?

## **Impact**

Is it easy or difficult for users to overcome?

## **Persistence**

Will this be one-time or a repeated nuisance for users, even if they know about it?

**Do not rate low persistence if problem causes users to abandon the application!**

# 5-point Scale

0 = Not a problem at all

1 = Cosmetic problem only

2 = Minor usability problem, *fix with low priority*

3 = Major usability problem, *fix with high priority*

4 = Usability catastrophe, *must fix before release!*

# In Table Form

## Damage

		Damage	
		<i>Low</i>	<i>High</i>
Frequency	<i>Low</i>	Not severe at all. <i>Ignorable.</i>	Severe. <i>Should be addressed.</i>
	<i>High</i>	Annoyances. <i>Should be addressed.</i>	Catastrophic. <i>Must be addressed.</i>

# Heuristic Evaluation Form

Evaluator ID

Name of problem

Evidence

Heuristic, interface aspect

Explanation

Severity: rating (number and name), frequency, impact, persistence, how you weighted these factors

Possible solutions/Trade offs

# Advantages of Heuristic Evaluation

“Discount usability engineering”

Don't need to identify tasks/activities

Can identify low-cost, high-value fixes

Can expose problems user testing doesn't (e.g., with expert functions)

Provides a language for justifying usability recommendations

Can be used with any level of prototyping

# Disadvantages of Heuristic Evaluation

Non-empirical, thus un-validated

Unreliable (different people identify different problems)

Needs usability experts

Problems are unconnected

Heuristics may be hard to apply to new technology

Coordination costs

**Questions?**

C:\WINNT\System32\cmd.exe

```
F:\splines>ls
'ls' is not recognized as an internal or external command,
operable program or batch file.
F:\splines>
```

C:\ Telnet unix.andrew.cmu.edu

```
% ls
#cpfa.sas#          iron1.lst          splot-46-betlab.txt~
#guatamalan.lst#  planetdist.sas    splot-46-po inthypoint
#splot-pointbypoint.txt# planetdist.sas~   splot-46-po inthypoint
cholest.lst        planetsumstat.sas splot-po inthypoint.txt
cholest.sas7bdat  planetsumstat.sas~ splot-po inthypoint.txt
cholest2.lst      pollen.sas         splotpp.sas
cpfa.sas           pollen.sas~       splotpp2
cpfa.sas~         pollen1.lst       splotpp2.sas
guatamalan.lst   pollen2.lst       splotpp2.sas~
guatemalan.sas   pollen3.lst       splotpp3
guatemalan.sas~  pollen4.lst       splotpp3.sas
intrins.lst       pollen5.lst       splotpp4.sas
intrins.sas       pollen6.lst       veggies.sas
intrins.sas~     solar.lst         veggies.sas~
iron.sas          solarnlog.lst
iron.sas~         splot-46-betlab.txt
%
```

1. Visibility of system status

2. Match between system and the real world

3. User control and freedom

4. Consistency and standards

5. Error prevention

6. Recognition rather than recall

7. Flexibility and efficiency of use

8. Aesthetic and minimalist design

9. Help users recognize, diagnose, and recover from errors

10. Help and documentation

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Yes

No

1. Visibility of system status
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