Today's Agenda

- Evaluation methods
 - Surveys
 - Functional Analysis & Allocation
 - Functional flow diagrams
 - Decision-action diagrams
 - Task Analysis

Announcement: Quiz #4

Quiz # 4

- Tuesday, Oct. 15 in class
- Via Blackboard Bring your laptop to class!
- Open book and open notes

Recall: Qualities of a "Good" Questionnaire

- 1. The responses to the questionnaire help meet the objectives of the research
- 2. It has high reliability & validity
- 3. It is easy for the users to take
 - Easy to understand
 - Maintains the users' interest throughout the questionnaire
- 4. It is easy to administer
- 5. It is easy to analyze

Steps in Developing a Questionnaire, Interview, or Focus Group

- 1. Decide what information is required.
- 2. Define the target respondents.
- 3. Choose the method of reaching your target respondents.
- 4. Decide on question content.
- 5. Develop the question wording.
- 6. Put questions into a meaningful order and format.
- 7. Check the length of the questionnaire/interview/focus group.
- 8. Pre-test the questions.
- 9. Develop the final survey form.

5: Develop the Question Wording

- 4 types of questions
 - Closed-ended questions
 - Open-ended questions
 - Open response-option questions
 - Likert-scale questions



• Is there ambiguity in the question?

How bad was your last car accident?

Really bad

Bad

Not really bad

Not bad at all

2 respondents, who both dented the front bumper slightly, no injury...



• Is there ambiguity in the question?

How bad was your last car accident?

Bad Not really bad Not bad at all

Respondent 1: 'Really Bad'

Really bad

• "I'm only 16, it's my first accident and it was my dad's new sports car, and I wasn't on the insurance for the car."

Respondent 2: 'Not bad at all'

 "Well, compared to that 23 car roll-over collision I had with that nuclear-fuel carrying semi last month, this was nothing!"

How could we fix this?

- Is there ambiguity in the question?
 - Do you regularly scan for computer viruses?
 - What is 'regular? Once a day? Once a week? Once a year?
 - How many files are on your computer?
 - Only user created files?
 - Hidden files?
 - Program files?
 - System files?

- Are the questions leading?
 - How wonderful is this new interface?
 - What did you dislike about the interface?
 - What if they didn't dislike anything about it?
 - Sometimes best to ask that directly (yes/no), then ask the 'what' question

Are the questions loaded?

- On a scale of 1 to 5, how ugly are you?
- Do you believe that big bureaucratic insurance companies spend your health care dollars wisely?

"Loaded" is often subtle and elusive



- Are there implied alternatives in the question?
 - 1) Will you upgrade to Windows 11?

 \square_1 \square_2 Yes No

Explicit alternative gives user a context to answer

- 1) When Windows 11 comes out will you...
 - A) Immediately upgrade
 - B) Upgrade when you change computers
 - C) Wait for the second version and then upgrade
 - D) Stay with current operating system as long as possible

- Are there 2 questions in the question?
 - Are you concerned by <u>spyware</u> and <u>Trojans</u> on your computer?
 - Are you pleased with the <u>speed</u> and <u>reliability</u> of your new computer?

You don't know which question users are answering!

- Have you asked everything?
 - Oftentimes you only get 1 opportunity to question the user
 - No follow-ups
 - No clarifications
 - Might miss an important question

6: Determine a Meaningful Order

- Don't ask embarrassing or hard questions first
- Questions should lead to one another
 - Aids users recall
- Try not to mix too many different scales
 - Agreement –disagreement
 - Like –dislike
 - Satisfactory-unsatisfactory
- Provide enough space to answer open ended questions
 - Users will judge the length of the answer by the form of the response area

7: Check the Length of the Questionnaire

Make sure that the questionnaire is not too long (or too short!)

- User boredom User fatigue
- Cost/benefit ratio can be exceeded
 - Reduces response rate
- How do you know if it is too long or short?

8:Pre-test the Questionnaire

- Makes sure that all the considerations have been met
 - Always consider your research questions
- Helps ensure that novices and experts can use the survey(s)
 - Comprehension

9: Develop the Final Survey Form

- Gets survey ready for actual use
- If mailing, expect 30% or less response rate (make lots of copies)
- Contrast, figure/background, etc.

In Closing

- Much of what we discussed today related to questionnaire design
- These tips also apply to:
 - Interviews
 - Focus groups

Some Common HCI Standard Questionnaires

- System Usability Scale (SUS)
- Technology Acceptance Model (TAM)
- Satisfaction Surveys (e.g., IBM has one)
- And many more... all available online

Remember – do NOT modify standard questionnaires. But you can create your own custom questionnaires if you can't find a standard one that measures what you need to measure.

Regarding Your Team Project

- You can survey:
 - Classmates in this class

← Preferred

- Family members
- Friends
- (please no strangers IRB)

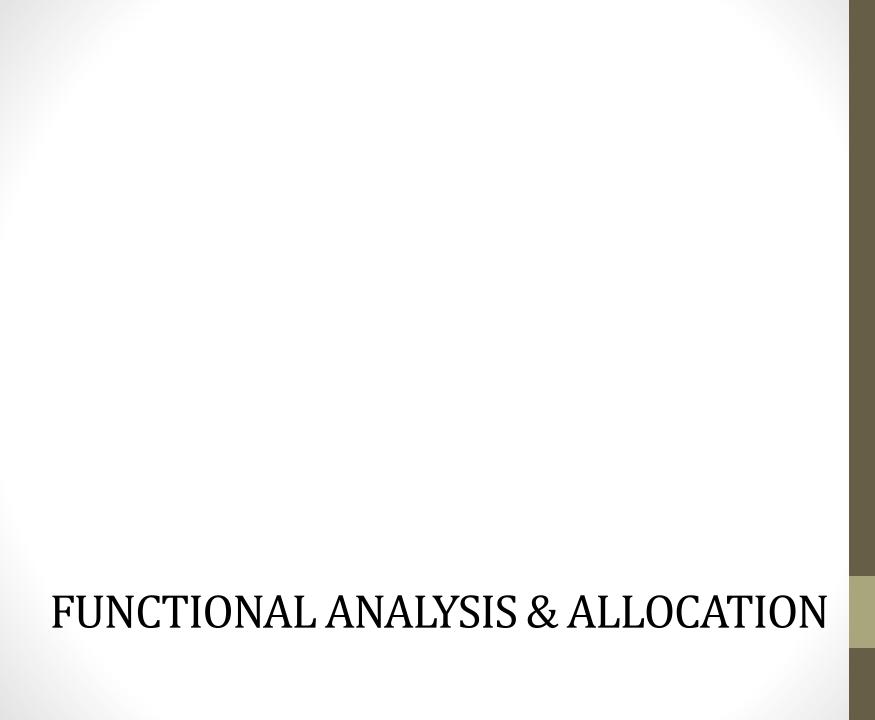
Evaluation Methods

Pre- & Post-prototype

- ✓ Surveys: questionnaires
- ✓ Surveys: interviews
- ✓ Surveys: focus groups
- Functional analysis & allocation
- Task analysis

Post-prototype

- Personas
- Cognitive walkthrough
- Card Sorting
- Heuristic evaluation
- Field/ ethnographic
- User testing

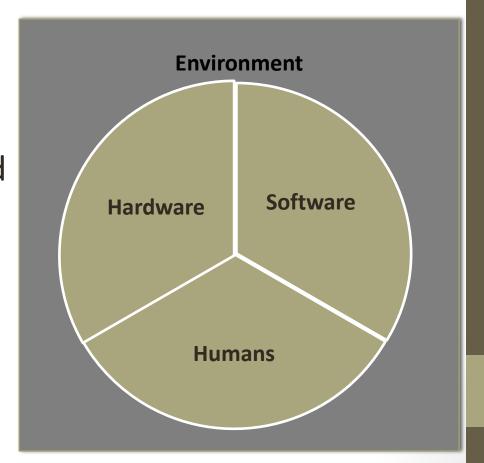


Functional Analysis

- What are functions?
 - the activities <u>that must be performed</u> to accomplish a goal
- What are the major functions to be performed by the system?
 - whether it be performed by the person or machine
- Who will perform a function?
- Function Allocation

Purpose of Function Allocation

- What element can best perform each function?
- Determine what the hardware, software and human should do

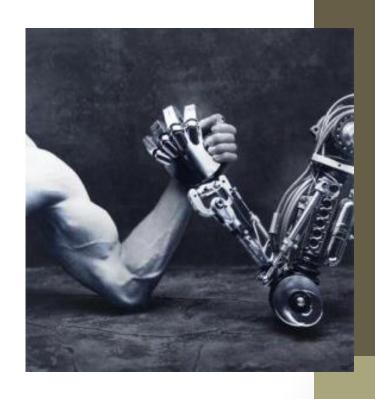


Function Allocation

 Need to understand the capabilities of each of the elements

For examples,

- Human can't lift easily 500 pounds
- Software can't easily determine how you feel
- Hardware can't easily compute the trajectory of a missile
- Use MABA-MABA lists
 - Human-are-better-at, machines-arebetter-at



MABA - MABA

- Human are better at:
 - Detecting small amounts of visual, auditory, chemical energy
 - Perceiving patterns of light or sound
 - Improvising and using flexible procedures
 - Reasoning inductively
 - Exercising judgment

MABA - MABA

- Machines are better at:
 - Responding quickly to control signals
 - Applying great force smoothly and precisely
 - Erasing information completely
 - Reasoning deductively
- What else do you think?

Changing Times...



- Function allocation used to be thought of as fixed
- Allocation can change on the fly! Dynamic Allocation
 - Autopilot
 - Automobile auto-brake
 - Manual safety overrides

Dynamic Allocation

- If dynamic allocation is used, be very cautious!
 - Human must be able, ready and willing to take over functions
- Machine must interact with human in an intelligent way when it has control
 - Human must stay "in-the-loop"



Function Analysis & Allocation

- Functional flow diagrams
- Decision-action diagrams

FUNCTIONAL FLOW DIAGRAMS

Example

- Functions that must be allocated
 - Set time
 - Set date
 - Set alarm
 - Set music
 - Adjust display brightness
 - Adjust radio volume
 - Adjust alarm volume



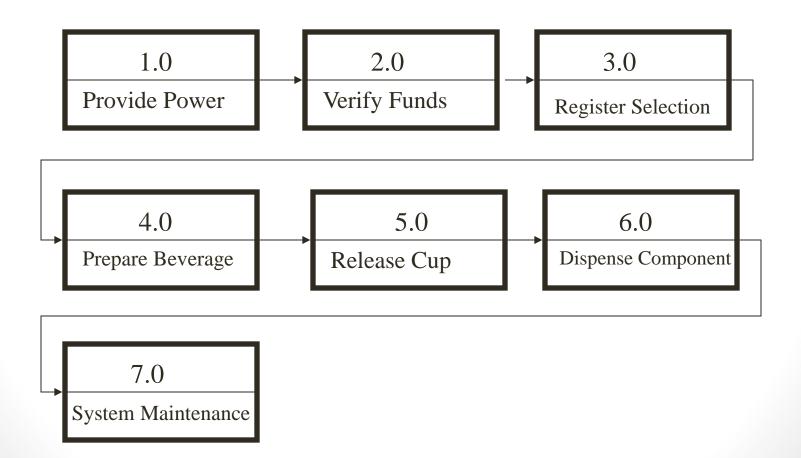
Functional Flow Diagrams

- Helps with function allocation because functions are <u>not specific to</u> <u>human or technology</u>
- Illustrates the activities that must be performed to accomplish a goal
 - Activities/functions can be organized in a hierarchy
- Arranges these functions within the system in <u>sequential manner</u>

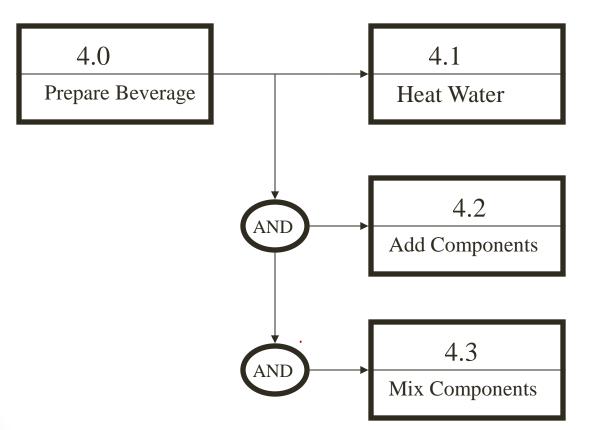
Let's Look at An Example...

- What functions are involved for making a hot beverage by a vending machine?
- Let's think of some major functions...
 - Provide power
 - Verify funds
 - Register selection
 - Prepare beverage
 - Release cup
 - Dispense component
 - System maintenance

Top Level



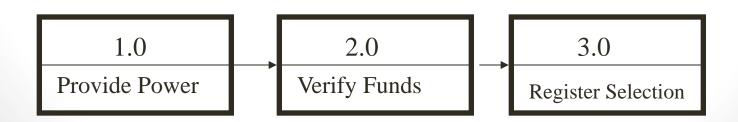
Function 4.0



You could then expand on what is meant by "prepare beverage"

Functional Flow Diagrams

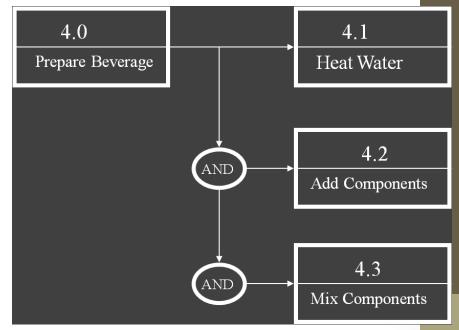
- 1. Functions represented as rectangles
- 2. Functions represented as verb + noun
- 3. Numbering (1.0, 2.0, 3.0, 4.0, 5.0, 6.0, 7.0)
- Go down to the level of detail that is necessary, and usually, each level is a separate page
- Top level
 - Put top level functions horizontally
 - Top level functions end in .0



Functional Flow Diagrams

6. Lower level:

- Note numbering (4.1, 4.2, etc.)
- Goes left to right, top to bottom
- Use AND/OR
- Guideline: don't want more than 2 AND



DECISION-ACTION DIAGRAMS

Decision-Action Diagram

- Similar to functional flow diagram, BUT it includes decisions (cognitive component)
 - Functions are rectangles
 - Decisions (Yes/No) are diamonds
- Decisions require displays/controls (if that decision is allocated to humans)

Let's Look at an Example...

- What decisions could be made for using a hot beverage vending machine?
- Let's consider decisions made by...

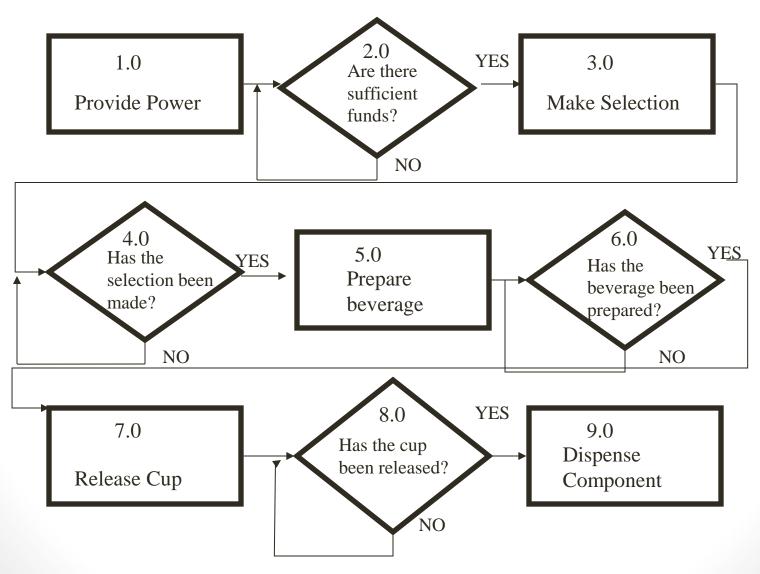
Human

- Do I have enough money to afford a drink?
- What beverage do I want to buy?

Machine

- Are there sufficient funds?
- Has the selection been made?
- Has the beverage been prepared?
- Is the component dispensed?
- Has the cup been released?

Top Level



TASK ANALYSIS

Tasks Include...

Physical tasks



Cognitive tasks



Task Analysis: Definition

- "Systematically describing human interaction with a system to understand how to match the demands of the system to human capabilities" (Wickens, Lee, Liu, & Becker, 2004)
- "Task analysis is the process of learning about ordinary users by observing them in action to understand in detail how they perform their tasks and achieve their intended goals." – usability.gov

Task Analysis

- What will the <u>human</u> do?
 - Identify the full range of tasks that the <u>user</u> performs with the product or system
- Uncovers
 - Criticality
 - Potential errors and how those affect performance
 - Duration
 - Time allowed or time required
 - Difficulty
 - Conditions that are incompatible with human performance capabilities

When do we conduct a task analysis?

At early stage before performing design work

- Step 1: Decide the purpose of the analysis
 - Developing a new system
 - Modifying an existing system
 - Troubleshooting an existing system
 - Developing operator training

- Step 2: Define the top level task goal
 - Goals, not behaviors
 - Goal: design an interactive interface for a visitor kiosk
 - Not implement design process

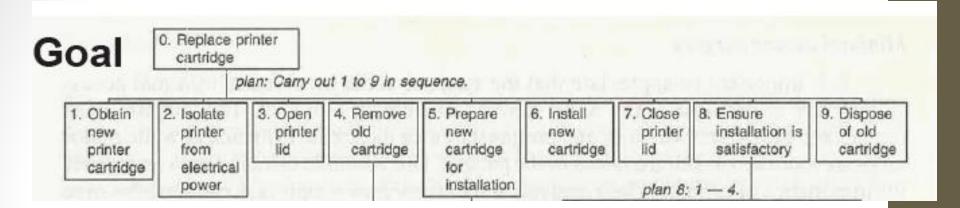
- Step 3: Describe the task actions
- Obtain these from
 - Observation
 - Expert reports
 - Documents, training materials

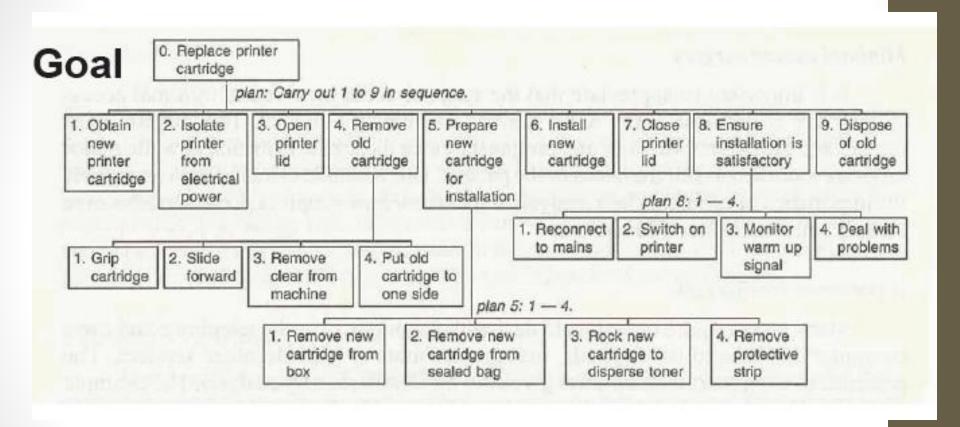
- Step 4: Decompose the goal
 - Identify plans
 - Tasks that are arranged in the required order
 - Fixed sequence: do this, then that
 - Decision: if this, then that
- Continue for each new goal

- Step 5: Stop
- How do you know when to stop?
 - Simplest stop rule: stop when further decomposition is of no further use

Goal

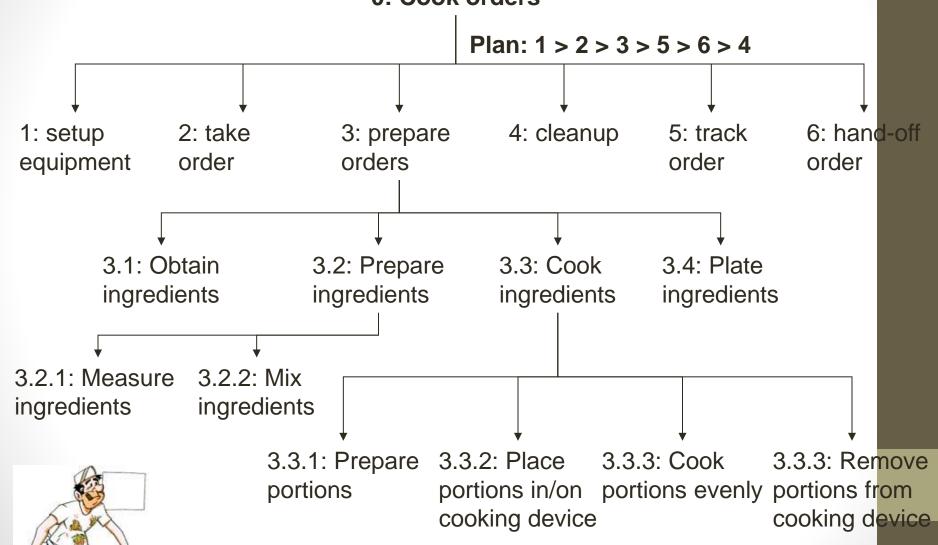
 Replace printer cartridge



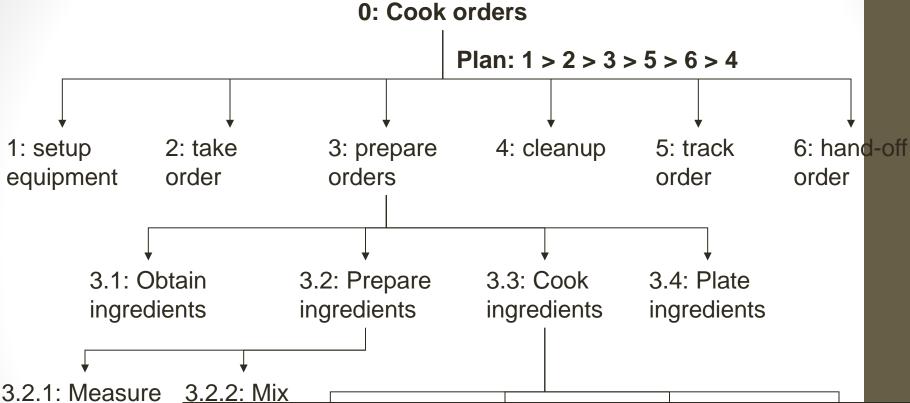


Hierarchical Task Analysis (HTA)





Hierarchical Task Analysis (HTA)



3.2.1: Measure ingredients

RULES

- 1. Top to bottom hierarchically organized
- 2. Top level goal and sub-goals are numbered (2, 2.1, 2.2, etc)
- 3. Plan that specifies order



In Summary

Functional analysis and task analysis are organized way to think about functions I encourage you to conduct

- A functional flow diagram,
- A decision-action diagram, and/or
- A hierarchical task analysis as you prototype.

Reading Assignment

- ID Chapters 6, 7 and 10
- UYU Chapters 7, 9, 10