The rest of the course

• Week 6
  – Usability of programming languages and tools
  – Evaluations due

• Week 7
  – Present your evaluation results
  – Extra credit opportunities
  – Design guidelines

• Week 8
  – Final presentations of revised prototypes
  – Final exam (Thursday?)
Two options for extra credit

15-20 minute talk, week of August first

• “Academic” option
  – Read an academic paper and present it

• “Guidelines” option
  – Present human interface guidelines for a platform
If you go the “academic” route:

Last slide is a list of papers. Pick one, or propose another one to me (e.g. from CHI conference)

– What was the problem? Why does it matter
– How did they go about solving it? (e.g., methods, evaluation)
– What did they find out?

Don’t report everything in the paper; go into detail about aspects that are interesting to you, or to the class.

Note: you have to download these from the campus network; may be hard to access from home.
How to read a paper

• Three passes:
  1. Abstract ➔ Intro ➔ Conclusions
     • What the paper is about?
  2. Rest of the sections but only topic sentences.
     • Main arguments but omit the “whys”. E.g., “We built a 900-sqft dog house” not the why.
  3. Read every word, asking yourself “If I were to re-create a system like this, would I have done it differently?”
     • To critique. Advantages, disadvantages, etc.
If you pick the “guidelines” option:

• Pick a platform-specific human interface guideline document; e.g. Apple's OSX design guidelines. These are quite long.
  – Pick a section of it that seems interesting and useful.

• Give a talk about it, focusing on practical advice for the class
  – Tell us their *usability reasons* behind each guideline, not just the consistency issues
Some Suggested Papers

Perceptions and Practices of Usability in the Free/Open Source Software (FoSS) Community (CHI 2010, p. 999) Michael Terry, Matthew Kay, Ben Lafreniere, University of Waterloo

Mary Frances Theofanos and Janice (Ginny) Redish. 2003. Bridging the gap: between accessibility and usability. interactions 10, 6 (November 2003), 36-51.  
*About usability for blind users*

*Usability of a bio-sensor based bookmarking technique*

Usable Gestures for Blind People: Understanding Preference and Performance (CHI201 p. 413) Shaun K. Kane, Jacob O. Wobbrock, Richard E. Ladner  
*A statistical study involving blind users*

*A usability study and a statistical study presented together*

Suggested human interface guidelines

http://www.nngroup.com/reports/accessibility/
   Web design for accessibility

   Android guidelines

   Pick something from the “Examples of HIG” links on this page
Today...

• One team member has to be at the station the whole time
• Everyone must visit both other teams’ stations
• That means you’ll have to trade off working your station
• Write down notes and suggestions