Useability Table:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Useability Goal** | **Definition** | **Possible test method. (evaluation)** | **Evaluation of solution** | **Any modifications to solution?** |
| How easy is it to Learn? (Learnability) | This is the ability for users to learn the system easily. | The time needed to implement the two similar tasks. Compare time taken. |  |  |
| Efficiency of time taken of system once it has been learnt? | Do the users save time on their job by the implementation of your new system. | Compare original time to current time of completing the job. |  |  |
| Efficiency of ease of use of the system once it is learnt. | Do the users save effort whilst doing their job due to the implementation of your new system. | Compare effort from old and new systems, what do they need to do which is easier to do. |  |  |
| Does it cost less to use the new system? | Does the company save money by the implementation of the new system? | Compare costs of using old and new system, this includes comparing the time it takes for uses to use the system, as time is money. |  |  |
| Effectiveness | How well do users achieve their goals by using the new system? | What is the quality of the task achievement divide into success, failure and partial success? |  |  |
| System useability scale. | Use a simple Likert scale on useability of the system. | System useability scale questionnaire. |  |  |
| The subjective user satisfaction. | What are the users overall feelings about the new system? | Subjective user’s satisfaction questionnaire. |  |  |
| Non-functional useability requirements | Consistency | Is the solution consistent in style and presentation? |  |  |
| Feedback | Does the solution give feedback to help users use it? |  |  |
| Human Perception | Do individuals perceive it as what you do, or can it be misinterpreted. |  |  |
| Direct Manipulation. | Does it only show relevant information? |  |  |
| Design regardless of your monitor’s resolution. | Will the design work on different monitors etc. |  |  |
| Error prevention. | Does the solution prevent errors being input as data? |  |  |
| Functional useability | Different Feedback | Tell the user if something cannot be re-entered. |  |  |
| Indicator showing progress of the task |
| Undo | Is there an option to cancel or abort the task? |  |  |
| Wizard | Is there help in step-by-step instructions. |  |  |
| User Profile | Colours, fonts, language, icons, feature selection modes, use of sound etc. |  |  |
| Different default settings available? |