

JOENSUUN YLIOPISTO
Tietojenkäsittelytieteen laitos
Usability Engineering / Käytettävyystekniikat

EXERCISES 1, Week 3

1: **X** task

Read the following article, answer the following questions and prepare to discuss them at the exercise session.

In order to complete the exercise, you have to email your answers by midnight before the demos to Roman Bednarik (firstname.lastname@cs.joensuu.fi), subject: UE demo 1. Take a hard copy of your answers with you to the demo, too.

Article:

Ahmed Seffah and Eduard Metzker: The obstacles and myths of usability and software engineering. Communications of the ACM, Volume 47, Issue 12 (December 2004), <http://doi.acm.org/10.1145/1035134.1035136> (you can access the article from university computers)

Questions:

- a. Why is the definition of usability unclear?
- b. Why it is important, especially in the larger projects, to get a usability specialist involved?
- c. What is (and should be according to your opinion) the relation between software engineering processes and usability engineering?
- d. What shall software engineering learn from usability experts? What shall usability learn from software engineering?

2: normal task

Find an object, product, design, interface, menu, dialog, or an imposed way or style that makes your life harder in a usability sense. Describe the artifact and propose a solution to the problem.

3: normal task

User profiles: Let's imagine you are about to redesign Weboodi. Define main user categories and user characteristics important to UI design. Draft a 10-15 questions user profile questionnaire. You can put the questionnaire on your home-page or have a hard copy.