Topics

- Facilities and equipment
- Developing the experiment
- Developing the tasks
- Participant selection
- Preparing for participants
Facilities and equipment

- Usability lab
  - Formal lab is nice
    - One-way windows
    - Inter-com
    - Sound isolation
    - Low background noise (e.g., A/C)
    - Controlled lighting levels
    - Digital video and audio equipment, if necessary
    - Disability access
    - Emergency exits
Facilities and equipment

- Formal lab is nice
  - Reception room/area
    - To welcome and inform participants
    - For signing consent forms, non-disclosure, etc.
    - For completing surveys and questionnaires
Facilities and equipment

- Formal lab is not essential
  - Conference room works well
  - Evaluator sits with participant
  - You can still get a lot of useful usability data

- Observation area
  - Pipe video and audio into conference room
  - Better than one-way glass
  - Developers/clients separate from users
  - Gives developers team feeling
  - Afterward can sit and talk about it; can bring users in, too
  - A big way for developers to get the “usability religion”
Facilities and equipment

- Practical hints
  - Data capture tools are very useful
  - Direct screen capture programs like Camtasia.
  - Pipe video/audio into conference room and have clients, developers observe (a real eye-opener)
Facilities and equipment

- Practical hints
  - High audio quality is essential & hard to get
    - No battery microphones – risk data loss if batteries go out during session
    - Need high quality (read: expensive) mike
    - Need separate amplifier/mixer
    - Need sensitive external mike, not built into camcorder
    - Place on participants lapel or on top of monitor
Developing the Experiment

Developing tasks

- Structured use: identification of representative, frequent and critical tasks
  - Benchmark tasks
    - Written out in detail, one per sheet, for participant
    - Usually take metrics during performance (for usability specifications)
    - You should already be started (for usability specifications)
    - See notes on usability specifications for details
Developing the Experiment

- Informal tasks: other tasks participant may perform, also written out in detail; no metrics are taken
  - Exploratory use
    - No specific tasks
    - "Free play" for participant
  - All tasks, trials must be done from perspective of the user class being represented
Developing the Experiment

- Other details
  - Training materials, when appropriate
    - None should be needed for a calendar
    - Do up-front, be consistent
  - Props, task aids – have ready (e.g., telephone)
Developing the Experiment

- Procedures
  - Usability lab and field evaluation (tradeoffs?)
  - Equipment
  - Typical length of time of evaluation session for one participant: 30 minutes to 4 hours, average 2 hours or less
Developing the Experiment

- Participant selection
  - Representative users
    - Participants for each trial must match target user class for the associated benchmark task
    - Knowledgeable of target system domain
    - Know what they don’t like, but don’t usually know how to fix
Developing the Experiment

- Participant selection
  - User interaction design expert
    - Broadly knowledgeable in interaction development and use
    - Can find subtle problems
    - Can offer alternative suggestions for fixing problem
Developing the Experiment

- Participant selection

“Someone old

Someone new

Someone borrowed

Someone blue”

Been around, knows how it’s done

From outside

From a different department

Never likes anything; always wants it different
Developing the Experiment

- How many participants is enough?
  - Focus not on large number of experiments with large number of users, but rather on extracting as much information as possible from every user
  - 1 participant is too few, more than 10 not worth it
  - Optimum number of participants is 3 to 5 per user class per major version/iteration (empirically-based rule-of-thumb)
Developing the Experiment

- How many participants is enough?
  - More severe usability problems are typically detected by the first few participants
  - You *could* need many more participants
    - Sometimes you find numbers of new problems with 10th or 20th participant
    - Especially true for Web site testing (large scope; different users test different parts)
Developing the Experiment

● Expected number of iterations per version is 3
  - Resource constraints often limit to less
  - Any iterations are better than none
● In subsequent cycles of evaluation, consider:
  - Keep “best” participant from previous cycle, add 2 (or more) new participants
Developing the Experiment

Preparing for participants

- Develop instructions (see p.299-300 in book)
  “You are helping us evaluate the system--we are not evaluating you!”
- Develop informed consent form and non-disclosure agreements (see p. 300 in book; more about IRB soon)
Developing the Experiment

- **Pilot testing**
  - Pilot testing and rehearsal are essential
  - Design should not have known “show stopper” usability problems

- **Establish evaluator roles**
  - Facilitator – to keep evaluation session going
  - Observers – to help collect data
  - “Executor” – to run the prototype
Developing the Experiment

- Bottom-line for developing the experiment:
  - Creativity rules
  - Ecological validity is important
  - These are just the basics; there are many variations on the theme
  - Do what you have to, to make it work (discover real usability problems)
The Institutional Review Board (IRB) *

Thanks to Dr. Robert Beaton

- Purpose
  - Protect the rights of people participating in experiments
  - Protects university against liabilities (university is legally responsible for welfare of all human subjects involved in university activities)
The Institutional Review Board (IRB)

- Coverage
  - **ALL** empirical studies using human subjects (even usability testing you do for this class) conducted in the name of university (or any company) **MUST** be reported to and approved by the IRB
  - Most research in HCI does not put participants at risk and approval is given with ‘exempt’ status
The Institutional Review Board (IRB)

- Typically, principle investigator (team leader) must submit
  - “Request for exemption” cover letter
  - Statement of complete protocol
  - Written subject instructions
  - Informed consent form
  - Standard IRB forms

- I will submit a blanket application for the class
- You must remember to do this wherever you go
Informed Consent Form

● Legal requirements
  – Permission must be obtained prior to participation
  – Written document
  – Signed without duress or stress
  – In clear, understandable language
  – Copy given to participant

● Content
  – Statement of research purposes, procedures, duration of participation
Informed Consent Form

- Statement of ANY foreseeable risks or discomforts
- Statement of ANY benefits to participants (e.g., payment or education)
- Statement of alternative procedures
- Statement of confidentiality (anonymity of data)
- Full description of available treatments, if more than minimal risk
Informed Consent Form

- Statement of persons to contact for answers to participant questions on research project, legal rights, and injuries

- Statement that participation is voluntary, state clearly any penalty (loss of benefits) if participant declines or discontinues participation (e.g., bonus fee for completing a whole series of tests)

- Signed consent forms must be retained for 3 years following IRB approval
Informed Consent Form

- IRB approval
  - Normally takes 1-2 weeks
  - May require changes in documents
  - Evaluates ethical and legal issues, not quality of the research