Mensch-Maschine-Interaktion 2

HCI and the Web II

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1 HCI and the Web

1.1 HCI – A Quick Reminder
1.2 Web Technology – A Brief Overview
1.3 Web Usability: How Do We Use the Web?
1.4 Designing Web Sites for Usability
1.5 Web Accessibility

Literature:

• Jakob Nielsen: Designing Web Usability, New Riders 2000
• Steve Krug: Don’t Make Me Think, New Riders 2006 (2nd ed.)
Billboard Design

- S. Krug:
  Designing under the assumption “that your users are whizzing by”

- Similar to billboard design
  - Everything simple, large, easy

- Create a clear visual hierarchy
- Take advantage of conventions
- Break pages up into clearly defined areas
- Make it obvious what’s clickable
- Minimize noise
Visual Hierarchy

• The more important, the more (visually) prominent
  – Examples: larger, bolder, contrast color, set off by more white space, nearer the top

• Logically related things are also related visually.
  – Examples: Heading, similar visual style, in a well-defined area

• Things are “nested” visually to show what is part of what.

http://mfolio.files.wordpress.com/2008/06/visual3.jpg
Conventions

• Example: Reading a newspaper
  – Headline, summary, picture caption, photo credit, author initials
• Every publishing medium develops conventions
• Conventions for the Web
  – Example: Shopping cart
  – Under development, constantly changing, dep. on fashion
• Conventions are helpful
  – Designers are reluctant to use them (“Do not repeat old schemes”)
• Examples for discussion:
  – Conventions for hyperlinks
  – Conventions for search functions
Example: Web Page in Foreign Alphabet

nylon.gr
Screen Estate
The Simplicity Principle

• “Simplicity always wins over complexity” (J. Nielsen)
  – Go through all design elements and remove them one at a time
  – If the design works without an element, kill it!

• Simplicity helps to achieve better performance

• Simplicity for texts:
  – “Omit needless words. Vigorous writing is concise.”
    (E.B. White, *The Elements of Style*)
  – “Get rid of half the words on each page, then get rid of half of what’s left.”
    (S. Krug’s Third Law of Usability)
  – Reducing the text
    » reduces the noise level of the page
    » makes important content more prominent
    » makes pages shorter,
    » users can see more at a glance
  – Candidates for removal:
    » “happy talk”, instructions
Bad Example: “Happy Talk”
Bad Example: Instructions

[Image of a pamphlet with various travel options and instructions on how to use the digital pamphlet.]

http://d-stand.jtb.co.jp/sunrise11_Japan/#page=1
...5 years later ;-)}
Cross-Platform Design (1)

• Screen resolution
  – Actual resolution of user’s screen is unknown
  – Too low: Fixed size areas need scrolling
  – Too high:
    » Fixed sized areas become too small
    » Empty space may appear
  – Browser window may not be full-screen

• Static vs. Fluid design
  – “Fluid”: Automatic resizing of areas relative to browser window width
  – Trend in CSS community: “Elastic” design; Automatic resizing relative to browser font size, up to a maximum width.

• Practical tests required
Fluid or elastic design
Static design
Cross-Platform Design (2)

• Differences between operating systems
  – E.g. colour reproduction, Gamma correction

• Differences between browsers
  – HTML versions
  – Browser versions
  – Different interpretations of HTML
  – Different JavaScript implementations
  – Situation improving rapidly; MSIE more standards-compliant, ACID tests

• Strategic decisions
  – What to assume at client side

• Installation inertia
  – Early browsers: Big step forward with new version
  – Recent browsers: Automatic upgrades, small steps
Example (April 2008!!)

Um die volle Funktionalität der Homepage der Kultusministerkonferenz nutzen zu können, benötigen Sie Netscape 4.X (jedoch nicht 6) oder Internet-Explorer ab Version 4.X mit aktiviertem JavaScript.

Wenn Sie einen anderen Browser verwenden wie z.B. Mozilla Firefox können Sie die Version ohne Animation benutzen, die vom Aufbau und Inhalt identisch ist.

Zur 'einfachen' Version

BTW: siehe auch http://www.verwaltung.uni-muenchen.de/
Response Times

- J. Nielsen: “Every web usability study I have conducted since 1994 has shown the same thing: Users beg us to speed up page downloads.”
- Better design or better service do **not** make up for long waiting time!
- Response time classification (Miller 1968):
  - Tenth of second (0.1):
    - User feels the system react instantaneously
    - Required for screen manipulation in real time
  - One second (1.0):
    - Limit for uninterrupted flow of thought
  - Ten seconds (10.0):
    - Limit for keeping user’s attention focused at the dialogue
    - For longer waiting times, users turn to other tasks
- Careful: DHTML “eye candy” can be detrimental for response time
  - UI elements that fade/slide in
  - Effects often require desktop processing power

http://tmlights.com/images/stopwatch1.jpg
Technological Advances for Response Times

• General trend towards improvement
  – Network technology, computer technology

• Multimedia content becoming standard
  – Deteriorates situation
  – Practical workarounds:
    • Pre-loading, streaming
    • Indications for loading times

• New generation of Web applications: Rich Internet Applications (RIA)
  – User Interface executes in browser for lower response times
    (e.g. using JavaScript, Flash)
  – Information is loaded asynchronously in the background
  – Example: “AJAX” technology
    • “Asynchronous JavaScript and XML”
AJAX and Traditional Web Applications

Source: javalobby.org
Linking

• Main forms of links:
  – Structural navigation links
  – Page-local links (jump within page without reloading)
  – “See also” links

• Link description
  – Should never be “Click here”
  – Should be no more than two or four words long

• Visual formatting of links:
  – Traditional colours: Unvisited = blue, visited = red/purple
  – Traditionally the only underlined text on the page

• New window with link?
  – Disadvantages: Reduced user control, clutters screen, disables back/forward
  – Advice: Consistency, visualize different types of links
  – To be discussed
URL Design

• “Good domain names that are easy to remember and easy to spell are the Internet’s equivalent of a Fifth Avenue real estate location in the physical world” (J. Nielsen)
  – Choice of domain name
    • As short as possible
    • Compatible with intellectual property rights and company policies
    • Common words
    • Only lowercase
  – Support of input with and without “www” (How?)

• Archival URLs
  – See e.g. Blogs

• Support of outdated URLs
Navigation

• Why is navigation on the Web so difficult?
  – No sense of scale
  – No sense of direction
  – No sense of location

• First question in navigation:
  – Browse or search?

• Purposes of navigation:
  – Helps us to find things
  – Tells us where we are
  – Gives us something to hold on
  – Tells us what is there
Web Navigation Conventions

- Site ID
- Sections
- Subsections
- You are here
- Utilities

Page name
Menu
You are here
Local navigation
Search

• Apparently there are people who like to use search and people who like to browse.

• Use conventions
  – Avoid fancy wording
  – Avoid instructions

• Limiting search scope
  – To be done with greatest care

• Best practice:
  – General-purpose search box (Google-like)
  – Restrictions just optionally
  – Automatic extension of restricted search in case of too few results

• Quality of results should be acceptable
Example: Confusing Search

A search for "nobody's perfect" found the following results:

**Titles (Exact Matches) (Displaying 6 Results)**

3. Nobody's Perfect (1968)
4. "Nobody's Perfect" (1980/I)
5. "Nobody's Perfect" (1980/II)

29. Some Like It Hot (1959)

Osgood: Well, nobody's perfect.
Content Design

• “When they leave the theater, you want them to be discussing how great the play was and not how great the costumes were.” (J. Nielsen)

• Core point (extremely important!):
  – Design for the end user
  – Ask questions, do not shout messages
  – Hide internal organization and terminology unknown to most users

• Case study (for discussion):
  – There is “LFE Medieninformatik” – an organisational unit
  – There is the study programme “Medieninformatik”
  – How to combine information on the two items?
Nielsen Usability Engineering Life Cycle

• Pre-design Phase:
  – Conduct a field study on how users work in their environment.
  – Run a small user test analysis on the old design
  – Make a comparative user test on competing web sites.

• Design Phase:
  – Use parallel design to make simple prototypes of different design approaches.
  – Select the best design from the previous step and develop it further, then do more user testing.
  – Iterate this design as many times as your time and budget allows.
  – Almost finish site and do one market test.

• Post-Design Phase:
  – Get statistics and feedbacks about real use of the web site.
  – Refresh your web site (minor changes).
  – Start planning for the next redesign of the web site
Post-It-Method for the Structural Design

- Designing the information & navigational structure of large web sites
- with non-technical staff and decision makers
- Post-It Notes with important keywords
- Making a "Concept Map" - not a diagram representing the organization!
- Designing the structure of the web on a blackboard
- Create list of keywords

Card Sorting:
Structuring Information

- linear
- hierarchical
- grid
- graph / web

- For the overall site
- For parts of a site (e.g. user registration)

If a web site is dynamically generated a structure is still needed!
Structure is then not fixed in the HTML pages but in the navigation generated.
Linear Structures I

- Purely linear

- Strict guidance (directed)
- Few choices for the user
- Pre-caching possible
- Rarely used in practice
Linear Structures II

- Purely linear

- Strict guidance
- Few choices for the user
- Pre-caching possible
- Example: E-commerce – checkout and payment
Linear Structures III

- Linear with options

- Guidance
- Some choices for the user active interaction
- Different levels of detail
- Scenarios: Different level of expertise, profiles
Linear Structures IV

• Linear with alternatives

• Guidance
• Some choices for the user active interaction
• Example: Questionnaires
Linear Structures V

- Linear with side branches

- Additional information on side path
- Guidance on main path
Circular Structure

- Closed guided path
- Variants / side paths
- Entry

• Example: Web Rings
Information Grid

• Ordered on two orthogonal criteria

• User get a “feeling of space“

• Example: Product catalog

• Possible for more dimensions
Example: Grid Information Structure I

- Catalogue
  2 dimensions

- screws
  M4
  M6
  M8

- nut
  M4
  M6
  M8

- discs
  4mm
  6mm
  8mm
Example: Grid Information Structure II

• Catalogue
  3 dimensions
Hierarchical Information Structure

• Deep hierarchy

• Flat hierarchy
  – Lookup table (A-Z)
  – 6-10 is reasonable
Linked Information Structures

- Pure webs
  - Difficult for orientation
  - Extremely expressive