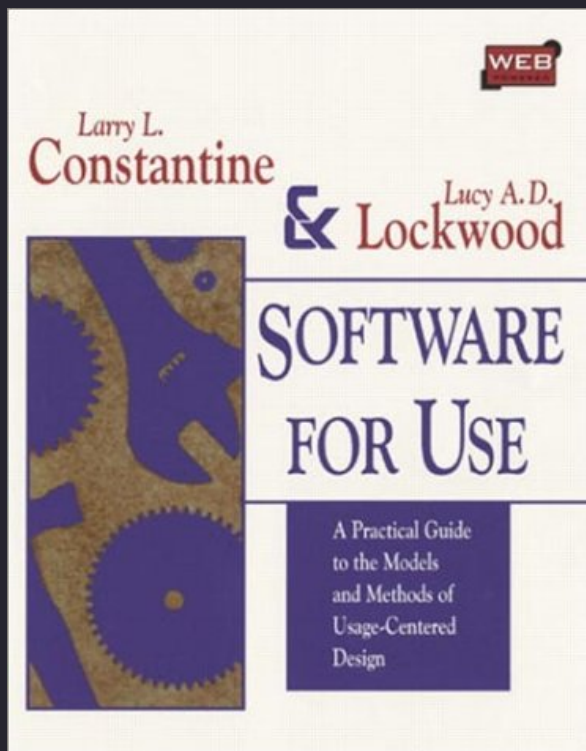


Software for Use

A Practical Guide to the Models and Methods of Usage-Centered Design



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Structure

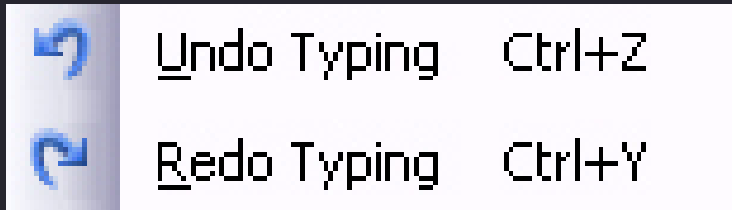
1. Signs and Symbols
2. Keyboard Access
3. Help Messages

Signs and Symbols

Graphics provide a useful channel of communication,
but can also be a distraction in the interaction.

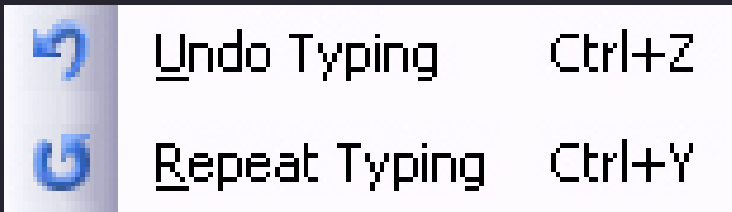
Example 1 (bad example)

Microsoft Word 2003



Symbols are almost similar and in the same position.

This will cause faults in the user interaction.



Example 2 (good example)

Microsoft PowerPoint 2003



Symbol is clear because it resembles the function.

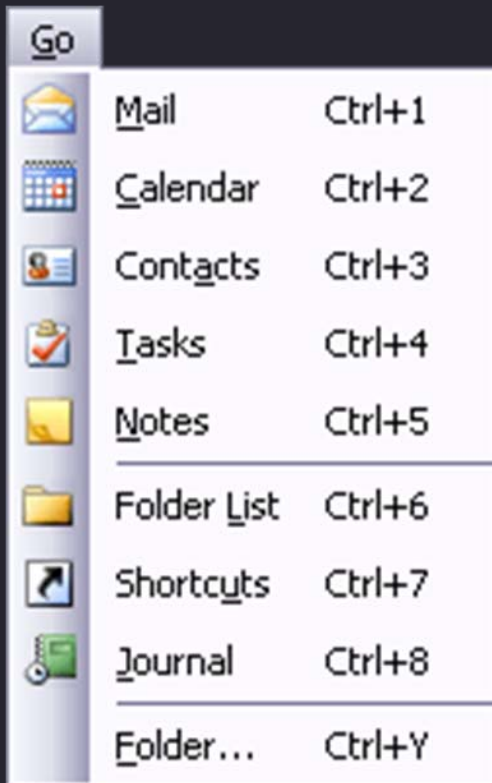
Keyboard Access

All operations should be possible to carry out, using only the keyboard.

Access keys need to be chosen carefully.

Example 1 (bad example)

Microsoft Outlook 2003

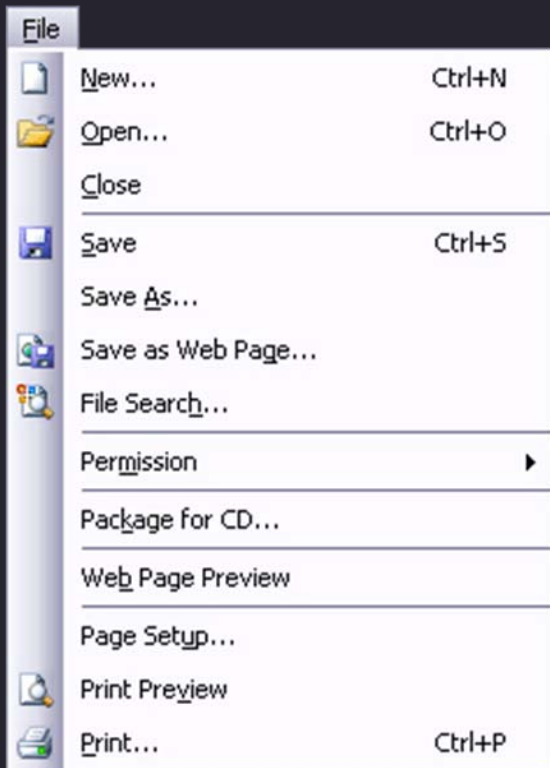


Access keys do not associate with the function they stand for.

They will be hard to remember.

Example 2 (good example)

Microsoft PowerPoint 2003



Characters in access keys are similar to the first character of the function they stand for.

Therefore these access keys are easy to remember.

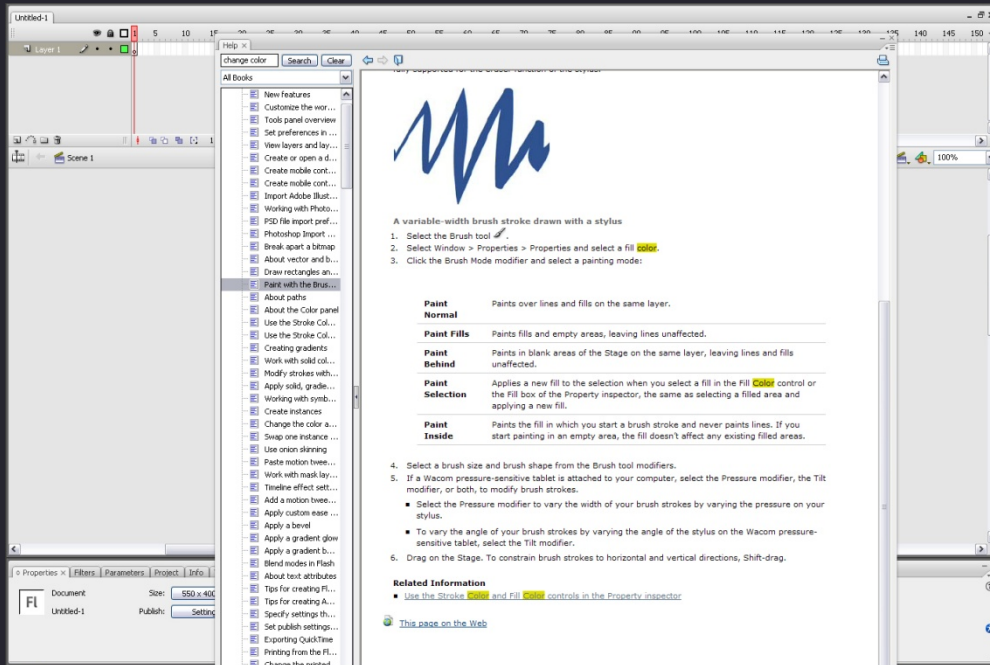
Help Messages

Well-written, well-organized, and accessible help can compensate to a certain degree for limitations in software.

Example 1 (bad example)

Adobe Flash CS3 Professional

Help instructions will cause switching repeatedly back and forth between the help file instruction and user interface.



Example 2 (good example)

Microsoft Word 2003

Seeking help can be done by pausing on a button.

The function of the button is shown.



End

Thank you for your attention.