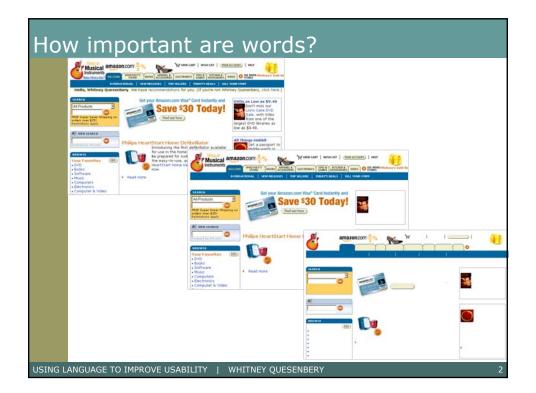
Using Language to Improve Usability

tekom - 10 November 2004 - Weisbaden

Whitney Quesenbery

Whitney Interactive Design www.WQusability.com 908-638-5467 whitneyq@wqusability.com

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Definitions overlap

Usability

The extent to which a product can be used by specified users to achieve specified goals with effectiveness, efficiency, and satisfaction in a specified context of use

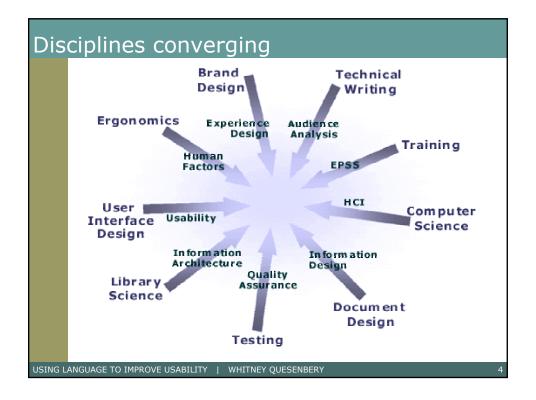
ISO 9241-11

Document Design

The field concerned with creating texts (broadly defined) that integrate words and pictures in ways that help people to achieve their specific goals for using texts at home, school or work

Karen Schriver, Dynamics in Document Design

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Topics for today

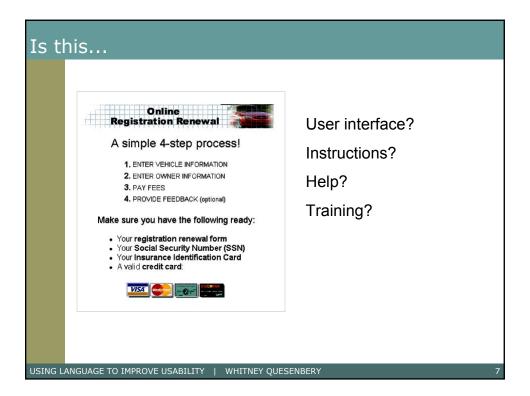
- The role of language
- The importance of context
- Rules to live by

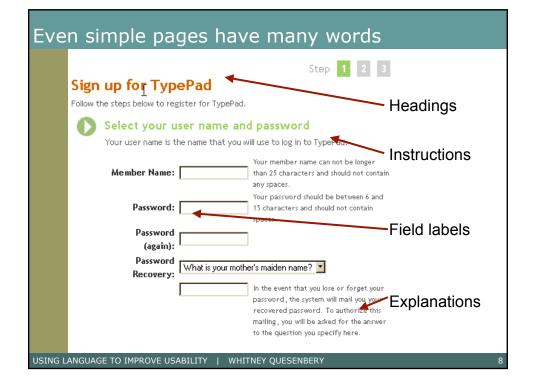
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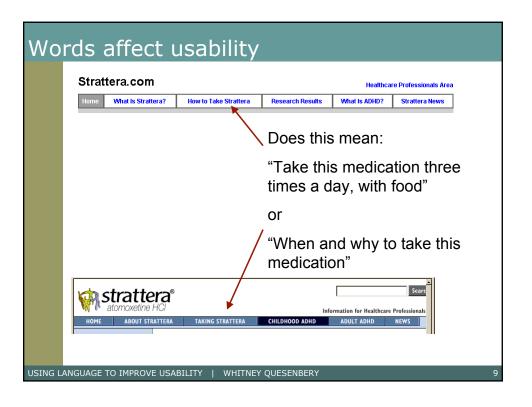
1. The role of language

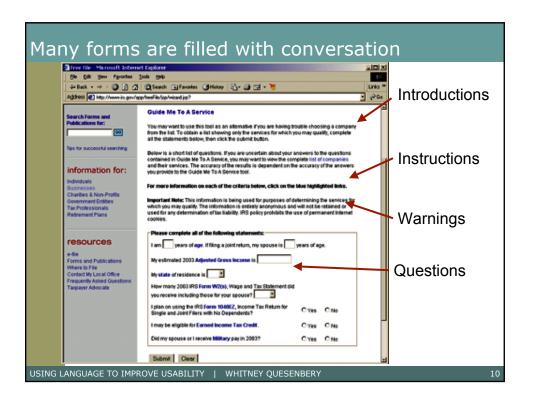
How are words used as part of the user interface?

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Conversation

In the three-layer model of forms...



Appearance

Conversation

Relationship

...conversation is the jam in the middle of the sandwich

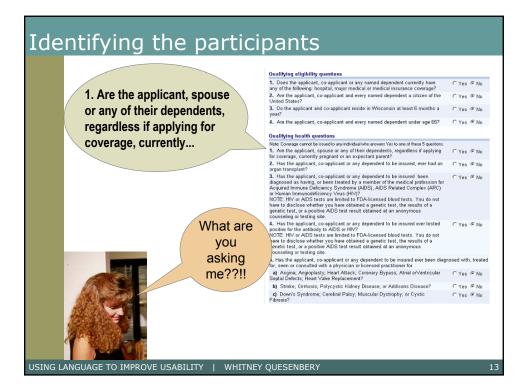
Caroline Jarrett: Forms That Work

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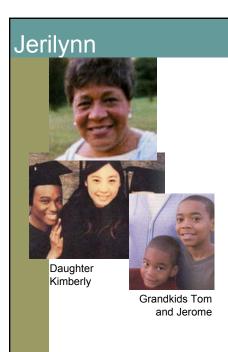
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2. Context of use

"Know thy users (for you are not them)"







- Worked in her office for 20 years
- Age: mid-50s
- Some post-high school education
- Family life very important

Likes

- Helping people
- Knowing how to get things done in the bureaucracy
- A job that doesn't compete too much with her life

Dislikes

- New computer systems
- · Constant change and pressure

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Toni



- At the office

- Age: late-20s
- Married, with husband and twoyear old
- Works full time in a local shop

Daily life

- Work and household chores
- Time for family
- Handles family finances and medical appointments, and plans vacations

Frustrations

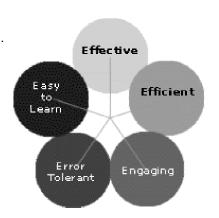
- Never enough time to get everything done
- Living up to expectations

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Dimensions of usability

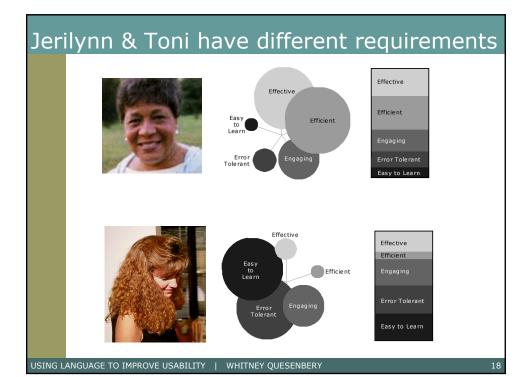
EffectiveUsers can accomplish their goals...

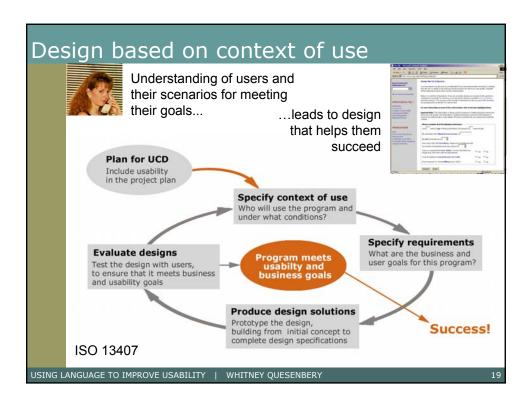
- Efficient
 - ...in a reasonable time...
- Engaging
 - ...in a pleasant and satisfying way
- Error Tolerant
 - ...in a product that helps them prevent mistakes...
- Easy to Learn
 - ...and that is easy to learn to use.



What Does Usability Mean: Looking Beyond 'Ease of Use' Whitney Quesenbery, Proceedings of the STC, 2001

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3. Rules to live by

(And why this is part of a writer's job)

Usability heuristics*

- 1. Matches user tasks and mental model
- 2. Speaks in user's language
- 3. Appropriate, minimal visual design
- 4. Visibility
- 5. Consistency
- 6. Support for standards
- 7. Supports user actions
- 8. Prevents errors
- 9. Provides shortcuts
- 10. Supports learning

* Heuristics

Principles or rules of thumb

Jakob Nielsen (and many others)

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Usability heuristics*

- 1. Matches user tasks and mental model
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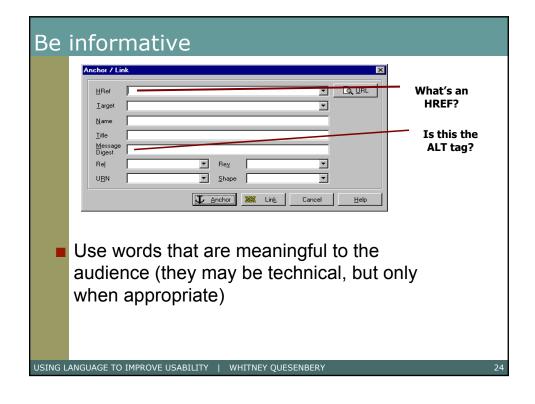
* Heuristics

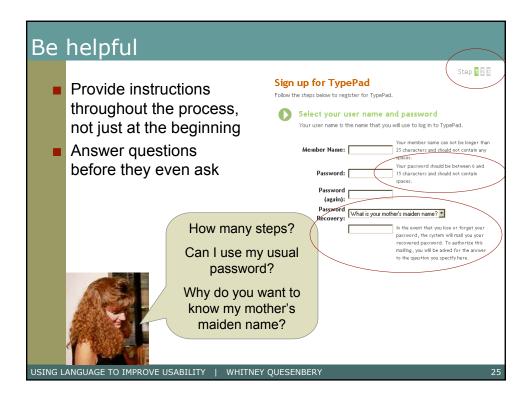
Principles or rules of thumb

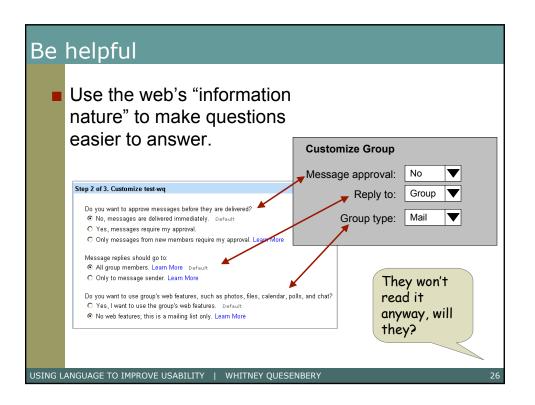
Jakob Nielsen (and many others)

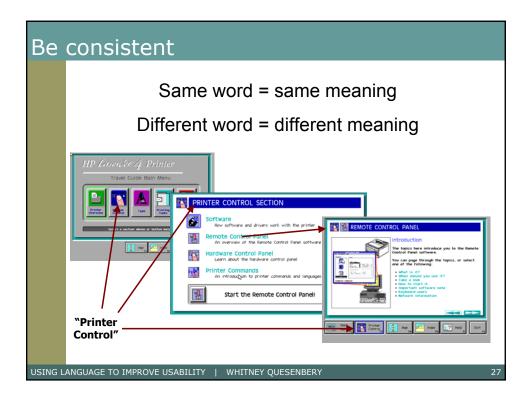
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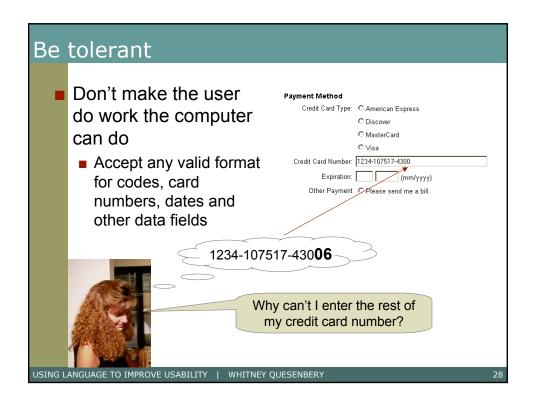


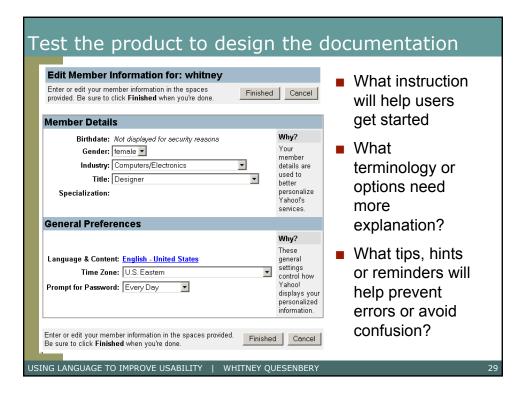


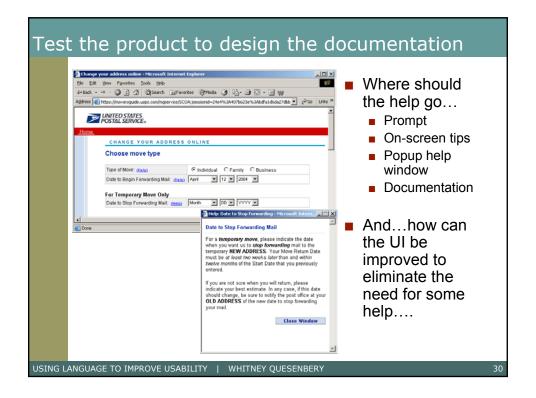












Why is this part of a tech writer's job?

Why not?

- Documentation as the first "usability test"
- Improve the "learnability" of the product
- Start something new



(You might not even need a passport)

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Contact Information



Whitney Quesenbery
Whitney Interactive Design

p: 908-638-5467

e: whitneyq@WQusability.com w: www.WQusability.com

Whitney Quesenbery is a user interface designer and usability specialist with a

She is an expert in developing new concepts for product designs and has produced award winning multimedia products, web sites, and web & software applications.

Whitney is the President of the Usability Professionals' Association (UPA) and past-Manager for the STC Usability SIG, where she runs its popular web site.

Before she was seduced by a little beige computer into the world of usability, Whitney was a theatrical lighting designer on and off Broadway. The lessons and stories from the theatre stay with her in creating user experiences.

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passion for clear communication.