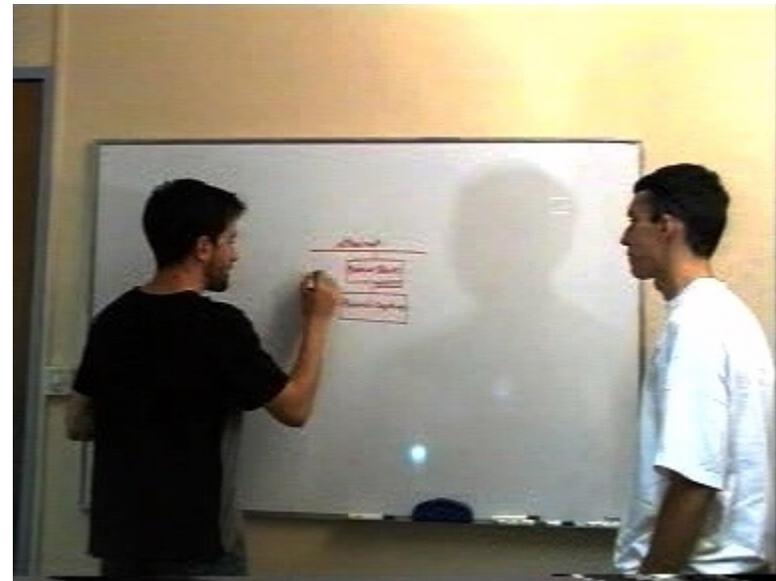


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Usability

- The property of an artifact of conveying the perception that it effectively performs the task for which it is being used.
- Ease of use can be measured by how quickly a task is performed, how many mistakes are made, how quickly the system is learned and how satisfied people are who perform the task.
- Usability may also include factors such as safety, usefulness, and cost-effectiveness.



Usability

Traditional techniques

- prototyping
- user testing
- usability testing
- usability inspection

Needs for basic research

- cognitive modeling
- syndetic modeling
- syndetic modelling with explicit variability, using native performance data of user behaviour expressed through time stochastic variables.