

## Observational Methods

Think Aloud  
Cooperative evaluation  
Protocol analysis  
Automated analysis  
Post-task walkthroughs

## Think Aloud

- user observed performing task
- user asked to describe what he is doing and why, what he thinks is happening etc.
- Advantages
  - simplicity - requires little expertise
  - can provide useful insight
  - can show how system is actually used
- Disadvantages
  - subjective
  - selective
  - act of describing may alter task performance

2

## Cooperative evaluation

- variation on think aloud
- user collaborates in evaluation
- both user and evaluator can ask each other questions throughout
- Advantages over individual think-aloud
  - less constrained and easier to use
  - user is encouraged to criticize system
  - clarification possible
- Disadvantage
  - Evaluator may inadvertently (or intentionally!) cover up the user getting stuck by being too helpful

3

## Protocol analysis

- paper and pencil – cheap, limited to writing speed
- audio – good for think aloud, difficult to match with other protocols
- video – accurate and realistic, needs special equipment, obtrusive
- computer logging – automatic and unobtrusive, large amounts of data difficult to analyze
- user notebooks – coarse and subjective, useful insights, good for longitudinal studies
- Mixed use in practice
- Audio/video transcription difficult and requires skill
- Some automatic support tools available

4

## Post-task walkthrough

- user reacts on action after the event
- used to fill in intention
- Advantages
  - analyst has time to focus on relevant incidents
  - avoid excessive interruption of task
- Disadvantages
  - lack of freshness
  - may be post-hoc interpretation of events (people often can rationalize action with no relation to what they were really thinking at the time)

5

## Query Techniques

Interviews  
Questionnaires

## Interviews

- analyst questions user on one-to-one basis usually based on prepared questions
- informal, subjective and relatively cheap
- Advantages
  - can be varied to suit context
  - issues can be explored more fully
  - can elicit user views and identify unanticipated problems
- Disadvantages
  - very subjective
  - time consuming

7

## Questionnaires

- Set of fixed questions given to users
- Advantages
  - quick and reaches large user group
  - can be analyzed more rigorously
- Disadvantages
  - less flexible
  - less probing

Computer Science Website Feedback Survey

Before you begin

This survey is anonymous, feel free to be totally frank. The information you provide will be used by the responsible to improve the Computer Science website service.

Design

How would you rate the layout of the front page? [Choose one]

How would you rate the general appearance of the website? [Choose one]

How easy is the site to navigate? [Choose one]

Please add any other comments about the design or navigation used in the site.

Features

What features of the website do you really like? [Text input]

What features of the website do you really dislike? [Text input]

8

## Questionnaires (contd.)

- Need careful design
  - what information is required?
  - how are answers to be analyzed?
- Styles of question
  - general
  - open-ended
  - scalar
  - multi-choice
  - ranked
- Likert scales are popular
  - see <http://www.gifted.uconn.edu/siegle/research/instrument%20Reliability%20and%20Validity/Likert.html>
  - Commonly on a 4, 5 or 7-point scale (e.g., Strongly Disagree, Agree, Neutral, Agree, Strongly Agree)

9

## Physiological methods

Eye tracking  
Physiological measurement

## eye tracking

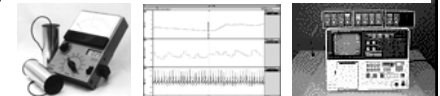


- head or desk mounted equipment tracks the position of the eye
- eye movement reflects the amount of cognitive processing a display requires
- measurements include
  - fixations: eye maintains stable position. Number and duration indicate level of difficulty with display
  - saccades: rapid eye movement from one point of interest to another
  - scan paths: moving straight to a target with a short fixation at the target is optimal

11

## physiological measurements

- emotional response linked to physical changes
- these may help determine a user's reaction to an interface
- measurements include:
  - heart activity, including blood pressure, volume and pulse.
  - activity of sweat glands: Galvanic Skin Response (GSR)
  - electrical activity in muscle: electromyogram (EMG)
  - electrical activity in brain: electroencephalogram (EEG)
- some difficulty in interpreting these physiological responses - more research needed



## Choosing an Evaluation Method

when in process: design vs. implementation  
style of evaluation: laboratory vs. field  
how objective: subjective vs. objective  
type of measures: qualitative vs. quantitative  
level of information: high level vs. low level  
level of interference: obtrusive vs. unobtrusive  
resources available: time, subjects,  
equipment, expertise