



World Usability Day 2006

14 November 2006 • Making life easy!



Introduction to Usability

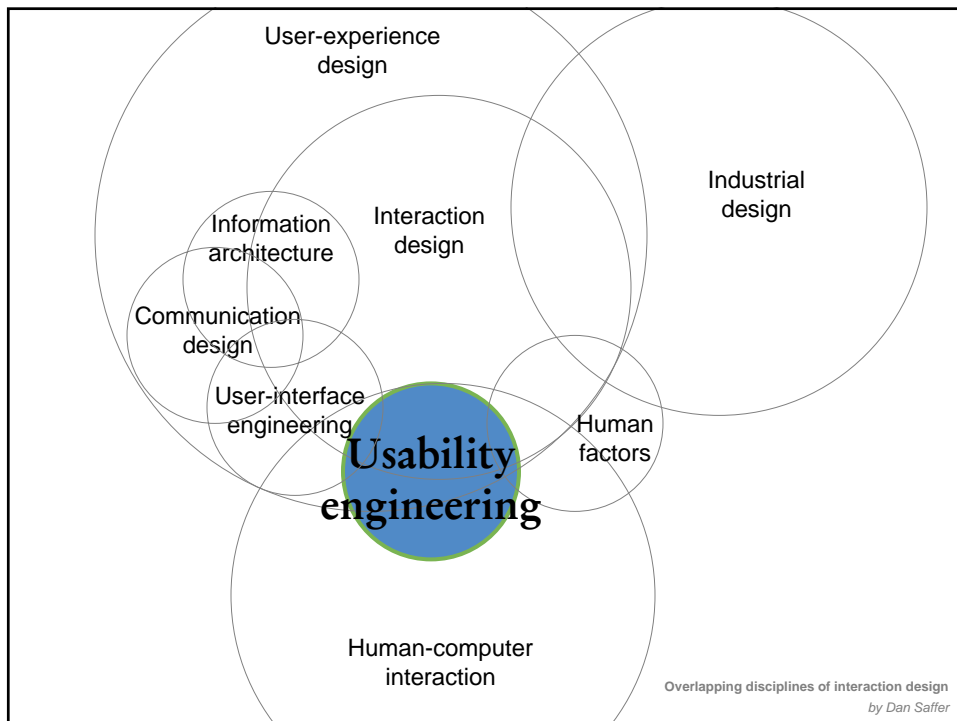
Alvin Tan

alvint@gmail.com



What is usability?

the definition





Usability and you!

why practice usability



It depends

rules don't rule



Tune up tips

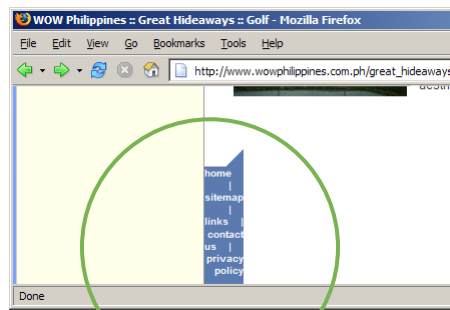
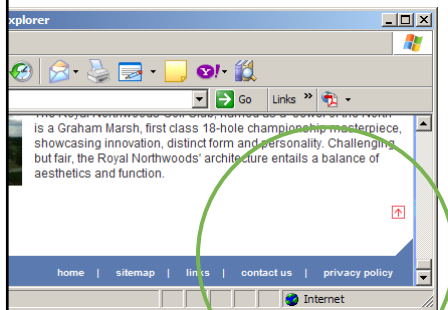
things you can do now

Make it available



- Develop cross-browser apps
 - Firefox
 - Internet Explorer
 - Safari
- Aim for accessibility

IE-only site



Be meaningful



- XHTML
 - Use strict, not transitional
 - Avoid using tables to layout
 - Use appropriate tags
- Use CSS

Follow the design principles



- Contrast
- Repetition
- Alignment
- Proximity

Embrace conventions



- Consider Breadcrumbs
- Use persistent navigation
- Don't forget the homepage link
- Include page/window titles

Make it pretty



- Reduce noise on images
- Use proportional images
- Remember the design principles



Just ask others

keeping testing simple



Content is still king

there is more to usability

Content is still king



- Google
- Amazon
- Friendster
- YouTube



Going further

things you can do next

References



- useit.com
- usability.gov
- worldusabilityday.org
- upassoc.org
- “AUGPhil” Yahoo Group
- “usability-ph” Yahoo Group
- “Don’t make me think” Book

Recap



- What is usability?
- Usability and you!
- It depends
- Tune up tips
- Just ask around
- Content is still king
- Going further



That's all folks!

any questions?