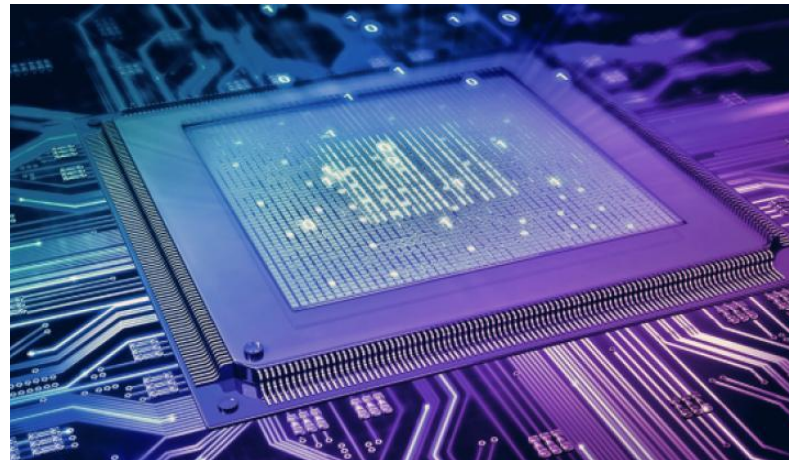


# Introduzione all'usabilità nelle interfacce web

Presentazione del Corso

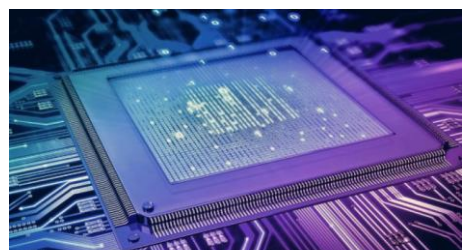
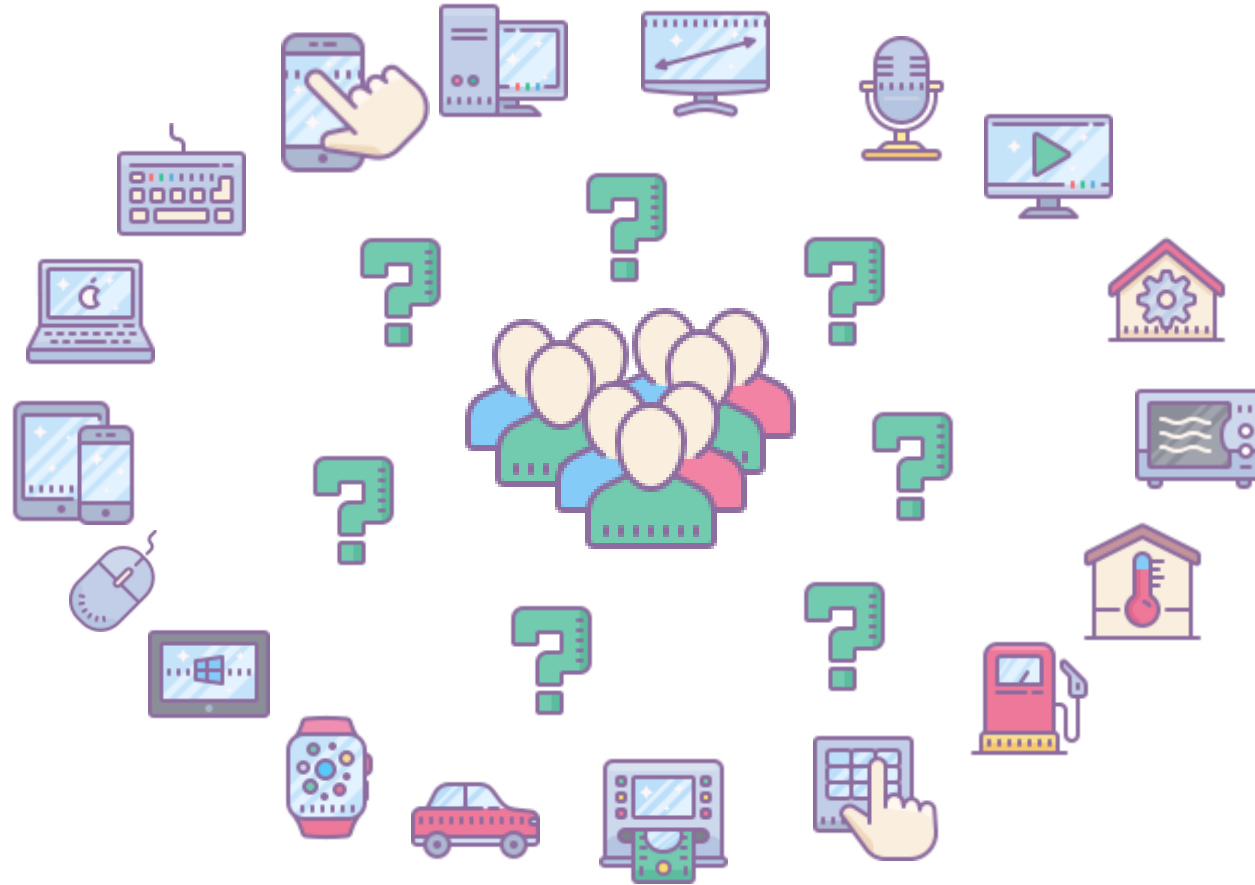
Luigi De Russis, Fulvio Corno  
Giugno-Luglio 2021

# Motivation





# Motivation



# Challenges

- How to design the user experience when interacting with modern applications, devices, and environments?
- How to ensure that people use such interfaces and systems with “joy” rather than “frustration”?
- How to accommodate UX into the design and development cycle of a project?

- Deep down inside every software developer, there's a budding graphic designer waiting to get out. And if you let that happen, you're in trouble. Or at least your users will be, anyway...

Jeff Atwood, 2006

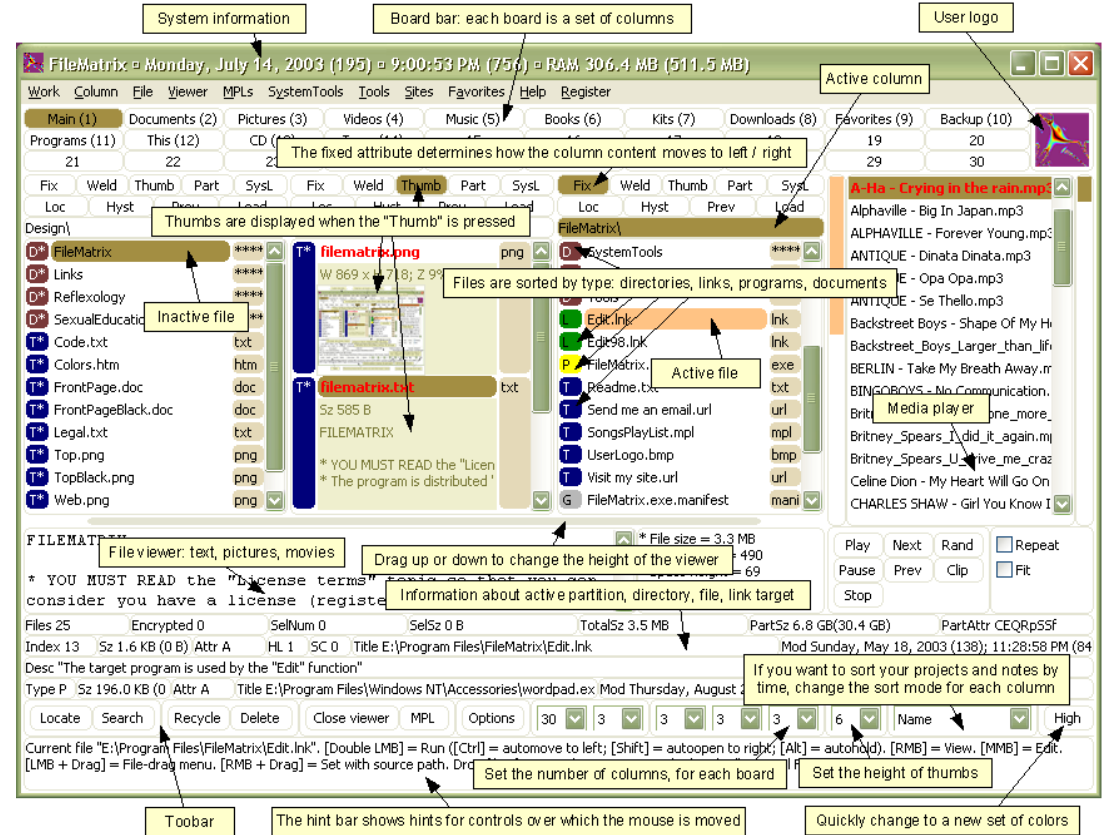
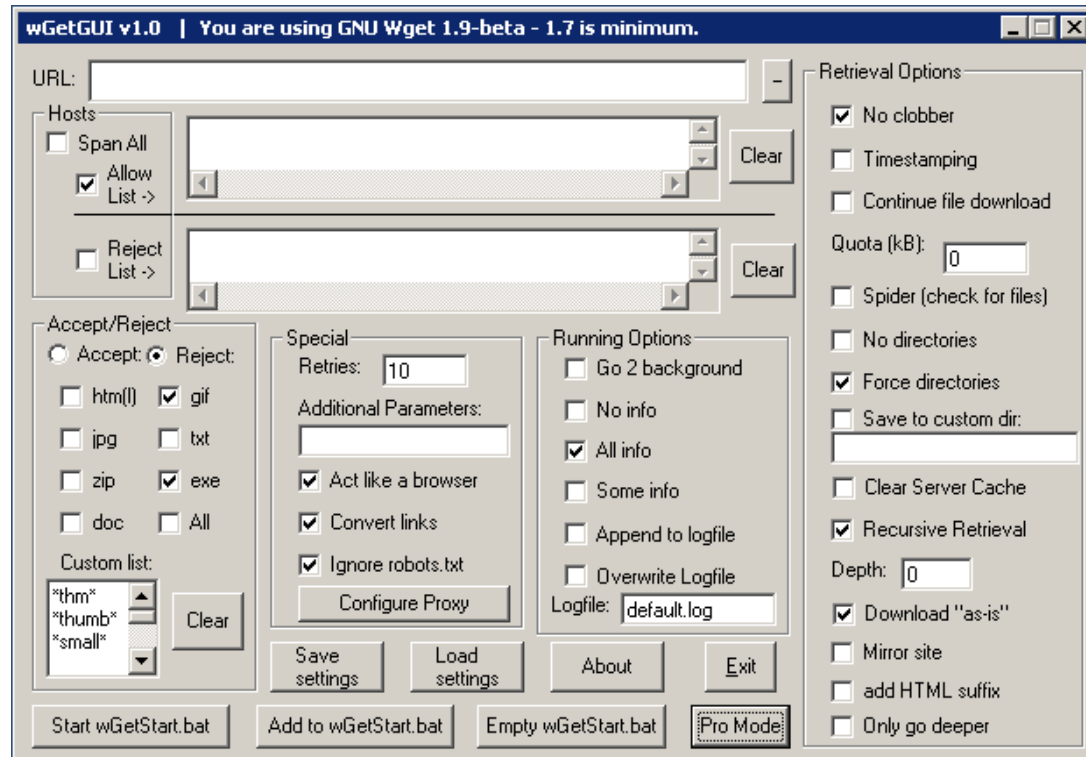
<https://blog.codinghorror.com/this-is-what-happens-when-you-let-developers-create-ui/>

- The two hardest problems in computer science are: (i) people, (ii) convincing computer scientists that the hardest problem in computer science is people, and, (iii) off by one errors.

Prof. Jeffrey P. Bigham, 2018

<http://www.cs.cmu.edu/~jbigham/>

# Developers' Attitude



[https://thedailywtf.com/articles/Classic\\_WTF\\_-\\_Enter\\_the\\_Matrix](https://thedailywtf.com/articles/Classic_WTF_-_Enter_the_Matrix)

# Programma del corso

+ lavoro individuale

Incontro	Ore	Argomento
1	2	User Experience. Introduzione alla UX ed alla Human Computer Interaction. Definizione di usabilità. Criteri e linee guida di usabilità.
	1	<b>Esercitazione:</b> Identificazione di pagine/applicazioni del Politecnico da utilizzare come caso di studio
2	1	Le 10 Euristiche di Valutazione dell'usabilità di Nielsen
	2	<b>Esercitazione:</b> Valutazione euristica delle pagine proposte
3	1,5	Tecniche di Needfinding (osservazione, interviste, sondaggi, ...)
	1,5	<b>Esercitazione:</b> Needfinding su un caso di studio ipotetico, lavorando in piccoli gruppi.
4	2	Architettura dell'informazione. Criteri di visual layout e pattern di interazione
	1	<b>Esercitazione:</b> Prototipazione: carta, wireframe, mockup
5	3	<b>Esercitazione</b> finale: riprogettazione di una pagina/servizio con wireframe o paper prototype.

# Estratto da...

<http://bit.ly/polito-hci>

The screenshot shows the e-Lite website interface. At the top left is the e-Lite logo, which consists of a lightbulb icon with a stylized 'e' inside and the text 'e-Lite' next to it. To the right of the logo is a search bar with the placeholder text 'Search ...'. Below the logo and search bar is a navigation menu with the following items: HOME, NEWS, PEOPLE (with a dropdown arrow), RESEARCH (with a dropdown arrow), TEACHING (highlighted in red with a dropdown arrow), THESIS (with a dropdown arrow), and JOBS. To the right of the navigation menu is an RSS feed icon. Below the navigation menu is a breadcrumb trail: HOME » TEACHING » CURRENT COURSES » 02JSKOV - HUMAN COMPUTER INTERACTION. The main content area is titled '02JSKOV - HUMAN COMPUTER INTERACTION' and includes a sub-header 'Last Updated: 14 February 2021'. Below this is a 'Page 1 of 5' indicator and a paragraph of text: 'Official website of the course "Human Computer Interaction" (code 02JSKOV) offered to students in the 2nd year of the M.S. in Computer Engineering (among elective courses). Short link to this page: <http://bit.ly/polito-hci>'. To the right of the main content is a settings icon (a gear in a red square) and an 'ARTICLE INDEX' section with a table of links: '02JSKOV - Human Computer Interaction', 'Information', 'Schedule', 'Development Resources', 'Exam', and 'All Pages'. Below the main content is a 'LATEST NEWS' section with two bullet points: '2021-01-05: Update the exam dates (written test).', and '2020-09-18: Welcome to the 2020 edition of the course.'. Below that is a 'BASIC INFO' section with the text 'See the [Information](#) section.'. At the bottom of the main content area is a green 'Next >' button. The footer of the page contains the text 'ABOUT US' and 'e-Lite is a research group of the Department of Control and Computer Engineering (DAUIN) at Politecnico di Torino'.

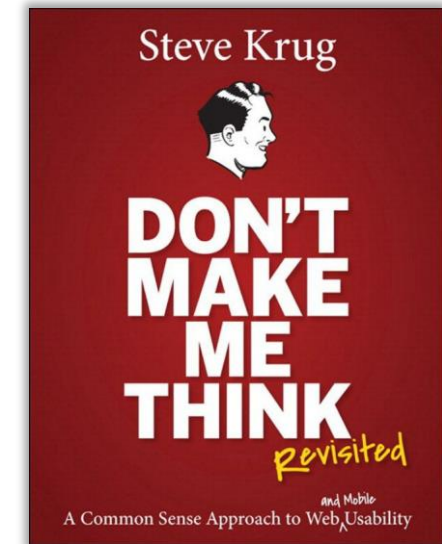
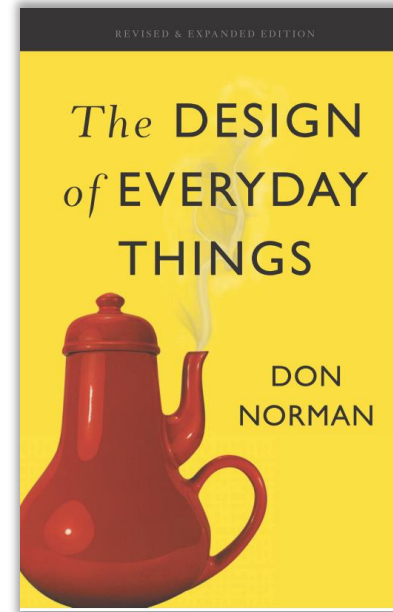


# Precisazioni

- Ragioniamo sull'usabilità delle interfacce web
  - Non è un giudizio sullo sviluppatore (persona o team)
  - È indipendente dalle tecnologie adottate
  - È indipendente dalle capacità tecniche
- Faremo spesso esempi su siti del Politecnico
  - Per avere più diretta ricaduta sul vostro lavoro
  - Per parlare di cose che conosciamo meglio
  - Per ragionare anche del processo che ha portato a certi successi/insuccessi
- Ci metteremo *\*sempre\** dal punto di vista dell'utente
  - Senza compromessi (anche se nel mondo reale ce ne saranno...)

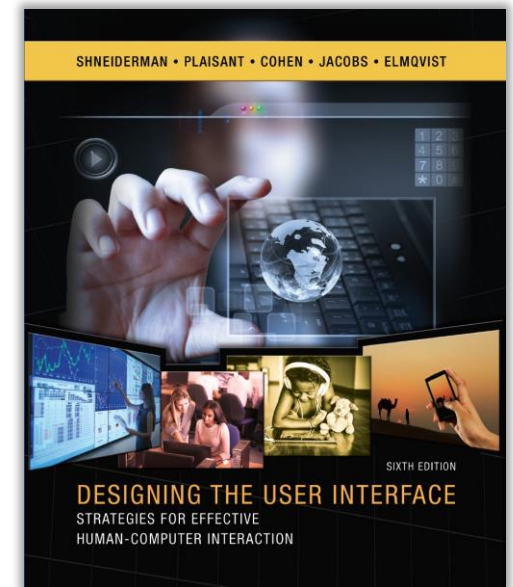
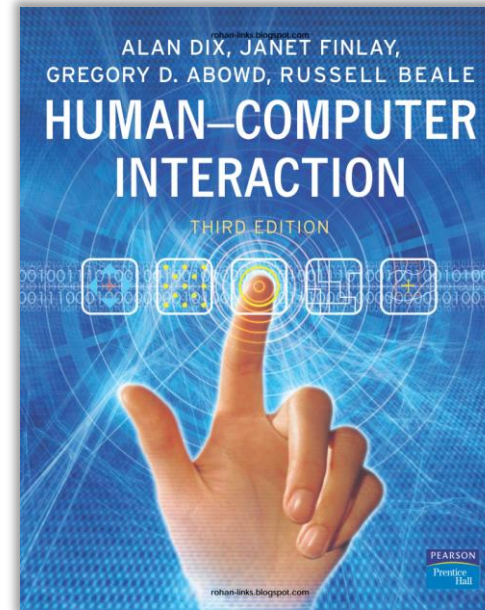
# Suggested Books

- Don Norman, "The Design of Everyday Things: Revised and Expanded Edition", Hachette UK, 2013, ISBN 0465072992/9780465072996
- S. Krug, "Don't Make Me Think: A Common Sense Approach to Web and Mobile Usability - revisited", Pearson Education, 2014, ISBN 0321648781/9780321648785



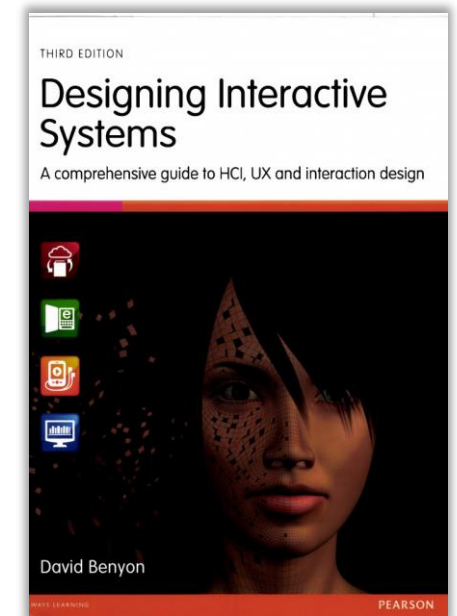
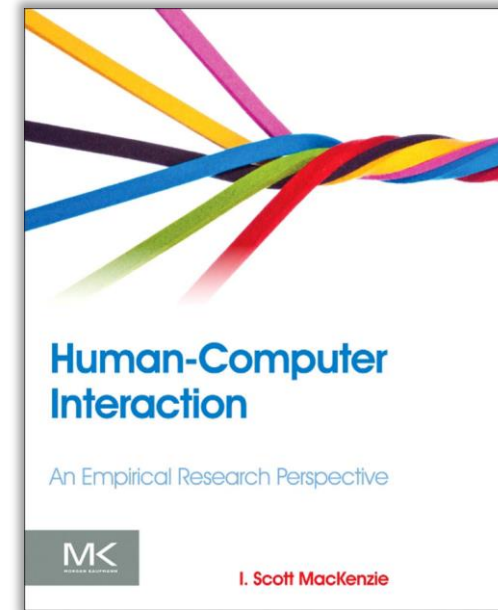
# Suggested Books

- Alan Dix, Janet Finlay, Gregory D. Abowd, Russel Beale, "Human-Computer Interaction", 3<sup>rd</sup> edition, Prentice Hall, 2004, ISBN 0-13-046109-1
- Shneiderman, Plaisant, Cohen, Jacobs, Elmqvist, "Designing the User Interface: Strategies for Effective Human-Computer Interaction", 6<sup>th</sup> edition, Pearson, 2016, ISBN 013438038X / 9780134380384



# Suggested Books

- I. Scott MacKenzie, "Human-Computer Interaction: An Empirical Research Perspective", Morgan Kaufmann, 2013, ISBN 978-0-12-405865-1
- David Benyon, "Designing Interactive Systems", 3<sup>rd</sup> edition, Pearson, 2014, ISBN 978-1447920113





# Contacts



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