Ch 4 SAQs (Pop Quiz)

1. How would you go about getting the 'what'?
2. Why are Post-its so important?
3. What are the differences between informal and semi-formal methods?
4. Pick an informal methodology and describe it?
5. What are the two main danger points to remember when undertaking UXD?

UX from 30,000ft Principles of Effective Experience (part 1)

Chapter 5 - Lecture 07 (50 minutes)
@sharpic
http://sharpic.github.io/COMP33511/

UX from 30,000ft
Part II: Building the User Experience

@sharpic
http://sharpic.github.io/COMP33511/

Principles of Effective Experience

Effective[1], effectual[2], accessible[3]. To my way of thinking these three terms mean the same thing, and in reality were going to be talking about accessibility. However, you should be thinking of accessibility in more general terms; the more general terms of effective or effectual use. This is because the concept of accessibility is much broader than the narrow confines of disability it is often associated with [**9241-129:2010, 2010**] .

1. Concerned with, or having the function of, carrying into effect, executing, or accomplishing; (of a cause) that makes something to be what it is, efficient (cf. effective cause n. at Special uses). / Having the power of acting upon the thing designated. (OED).
2. That produces its intended effect, or adequately answers its purpose (OED).
3. The removal of all technical barriers to effective interaction -- this is my definition.

Access is for Everyone...

"While pedalling a Boris Bike I start to shuffle in my pocket. Where is that damn iPhone. Finally, I find it. The next challenge is to get it out my pocket whilst still navigating the Humvee of the bike world. Eventually, I give up. I pull over and get my iPhone out. I look up the nearest docking station with spaces and get back on my way."

...But More Critical for Disabled People

"For me computer systems are everything. They're my hi-fi, my source of income, my supermarket, my telephone. They're my way in."

Barriers to Effectual Use

- **Visual:** Many Many challenges in providing efficient / effective use.
- **Cognitive:** Many types / a large spectrum - under researched.
- **Hearing:** First language is Sign.
- **Physical:** Many types - with input solutions. `Locked in' - brain interfaces?
- **Combinatorial:** Different but low level impairments experienced in combination.

Barriers to Effectual Use

# Notes - In your own words!

3 minutes

Barriers to Effectual Use

- **i18n:** Language and understanding.
- **Literacy:** Education and misconception.
- **Situational:** Mobile et al.
- **Developing Regions:** Unconventional use.
- **Low Income:** Device Independence.

It's a Loop

1. Device Independence;
2. Mobile Browsing;
3. Real World Mobility Technology;
4. Mobile to Mobile Cash Transfer;
5. Pringles WiFi; and
6. Mobile Phone Torch.
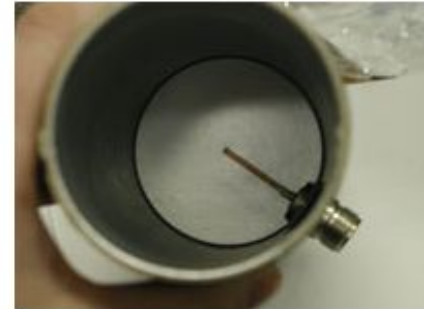
Technical Accessibility Issues

- GUIs become a problem;
- Screen Scraping introduced as a solution - Old Skool; then
- Off-Screen Model (OSM) replaces Screen Scraping - richer in meaning.

- Microsoft Active Accessibility (MSAA / UI Automation); then
- IAccessible2.

What mainstream technology uses something like OSM?

Technical Accessibility Issues

- Platform Independent Software; then
- Interface Bridges; also
- Ajax - Jesse James Garret (2005) + evangelists at Netscape in May 2003, and Greg Aldridge;
- ARIA (WAI ARIA) - Aaron M Leventhal, Mozilla (2003-ish).
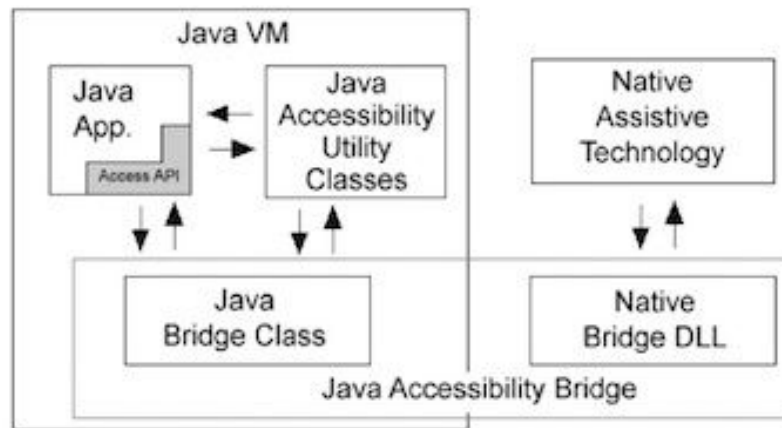
What mainstream technology uses something like OSM?

Notes - In your own words!

3 minutes

To Do

1. Read Next Chapter.
2. Be Ready to Answer the Chapter SAQs (Pop Quiz).
3. Is there a Discussion Topic.

See You Next Time!

Open House / Surgery - 2.60

Friday 09:00-11:00

@sharpic

Break Time - Pause Recording

Back in 10 Minutes!

Come see me now if you have Questions Regarding this Lecture!