

Geomedien und Geokommunikation

## Usability

Zur Darstellung von Themen in Karten

Bernd Resch





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### Usability ::: Generelle Definition


- Zielerreichung unterstützen
- Nutzungskontext
  - ♦ Nutzer
  - ♦ Aufgaben
  - ♦ Infrastruktur
  - ♦ Umgebung



**Satisfaction**

**Effectiveness**

**Efficiency**



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### Usability ::: Generelle Definition

Context of use

- user
- task
- equipment
- environment
- product

Hence established

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goals

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usability is a combination of effectiveness, efficiency and satisfaction

Usability measures

- effectiveness
- efficiency
- satisfaction



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### Usability ::: ISO Standard

The diagram illustrates the ISO 9241-111 model for usability. It shows a process flow starting with 'Requirements' (User, System, and Context), followed by 'Design', 'Implementation', and 'Evaluation'. Below this, a list of usability requirements is provided, including: '1. Support for user autonomy', '2. Support for user control and responsibility', '3. Support for user learning', '4. Support for user motivation', '5. Support for user performance', '6. Support for user satisfaction', '7. Support for user well-being', and '8. Support for user safety'. The slide also includes the University of Salzburg logo and the name Bernd Resch.

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### Usability ::: Web-basierte Anwendungen

Usability von Web-basierten Anwendungen (Acceptability)

The diagram shows the components of usability for web-based applications. It is divided into 'System acceptability' (Social and Practical) and 'Usefulness'. 'Usefulness' is further broken down into 'Utility' (Value added, Support for users to reach their goals, Reliability of Information, Presentation of Information) and 'Usability' (Availability, Cost, Compatibility, Reliability, etc.). 'Accessibility' is also shown, with a list of characteristics: Easy to learn, Efficient to use, Easy to remember, Few errors, and Subjectively pleasing. The slide includes the University of Salzburg logo and the name Bernd Resch.

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### Usability ::: Einflussfaktoren

The diagram shows various disciplines and fields that influence usability. The central focus is 'User Experience/Usability', which is surrounded by numerous related fields: Computer Science, Technical Communication, Psychology, Anthropology, Graphic Arts, Library Science, Software Design, Software Testing, Training, Market Research, Performance Support, Information Architecture, Web Design, User Research, Cognitive Science, Content Strategy, HCI, Ergonomics, Human Factors, Branding, Experience Design, Analytics, and Interaction Design. The slide includes the University of Salzburg logo and the name Bernd Resch.

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