# How to make more users love free software

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#### About me

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#### What is usability?

#### What is usability?

- Learnability
- Efficiency
- Memorability
- Errors (recover from errors)
- Satisfaction

#### Why usability?

- 1. Usability focuses on users
- 2. People use products to be productive
- 3. Users are busy people trying to accomplish tasks
- 4. Users decide when a product is easy to use

#### Usability and Free Software

### How do we ensure good usability?

#### What is usability testing?

Evaluate **representative** people doing **representative** tasks on your design!

#### Some types of usability testing

- Field observation
- Questionnaires
- Thinking Aloud
- Eye tracking

#### Where can we run tests?

- Paper prototypes
- High fidelity prototypes
- Released designs

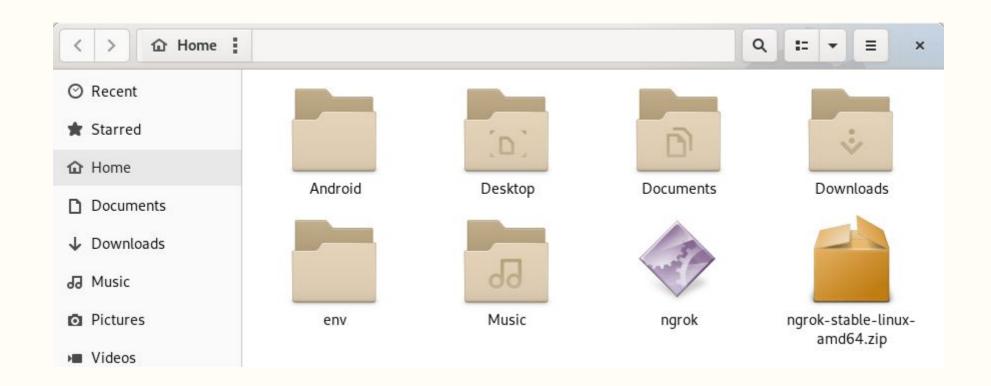
## How to do usability tests on my

own?

#### Recipe:)

- 1. Decide what needs to be tested
- 2. Write tasks and scenarios
- 3. Prepare the test environment
- 4. Test your own test!
- 5. Find out how many testers do you need
- 6. Run the tests
- 7. Analyze the results

### Example: tests on Files program



#### Tasks

#### Writing the tasks

- Search for files
- Move files through folders
- Select all files
- Copy and paste files
- Create new folders
- Change exhibition

#### Scenarios

#### Writing the scenarios

Yesterday, you re-organized your files and you don't remember where you saved the copy of one of the articles you were working on. Please search for a file named "The Hobbit".

### Prepare the test environment

#### Test your own test

# Find out how many testers do you need

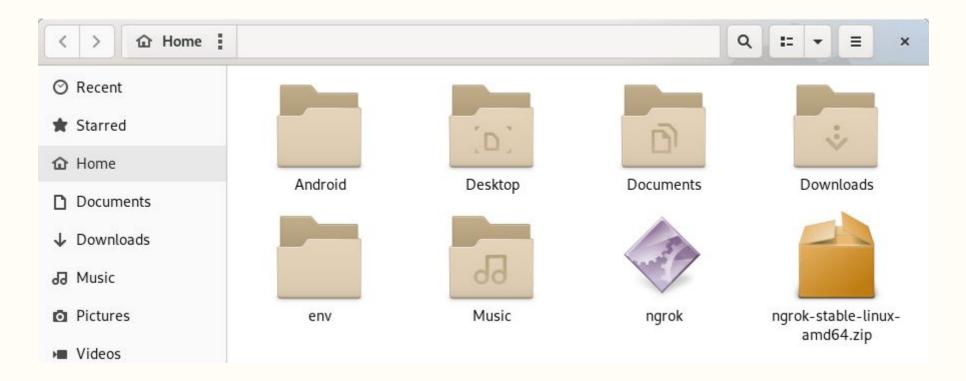
(yeah, not necessarily 5, but 5 is a good number)

### separately

Run the tests with each user,

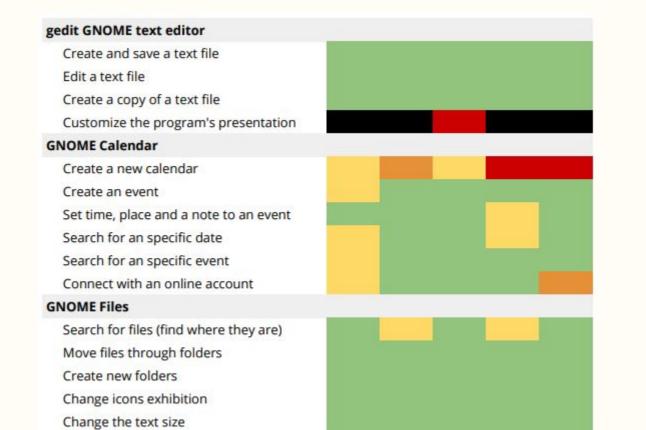
#### Analyze the results

#### Task: Search for files

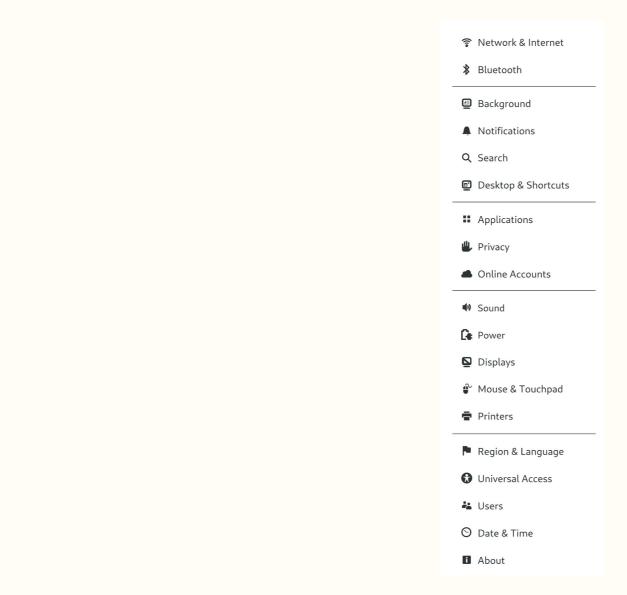


#### Task: Search for files





### Card sorting exercise



When can we test usability?

# Wrapping everything up and final considerations

#### Thank you! Questions?

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