Usability Myth Busters

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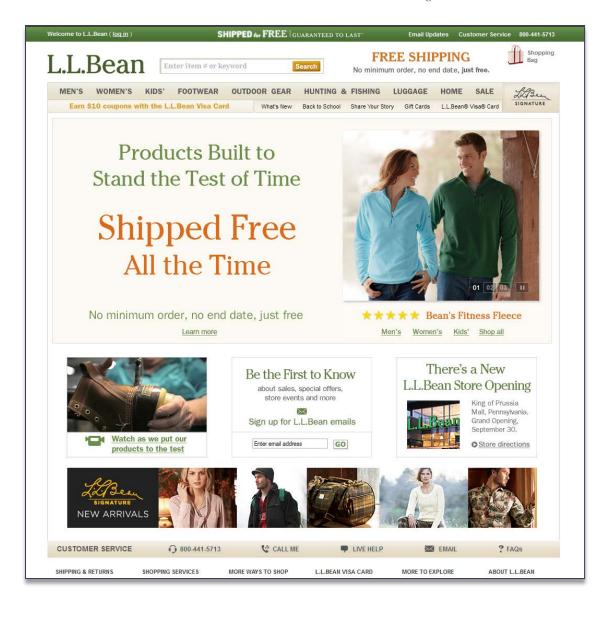
Senior Web Developer FRB Philadelphia Public Affairs



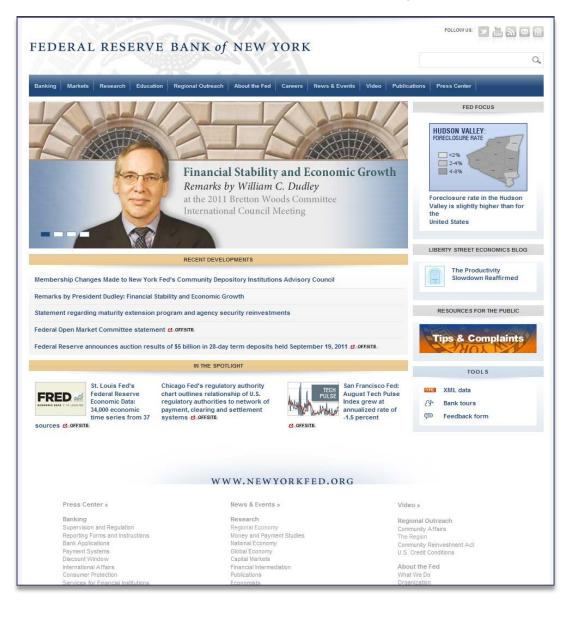
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Users will leave a ney don't find what they v (a.k.a. the "three clicks e").

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The Scent of Information





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through the

most important

Myth #2

Most people

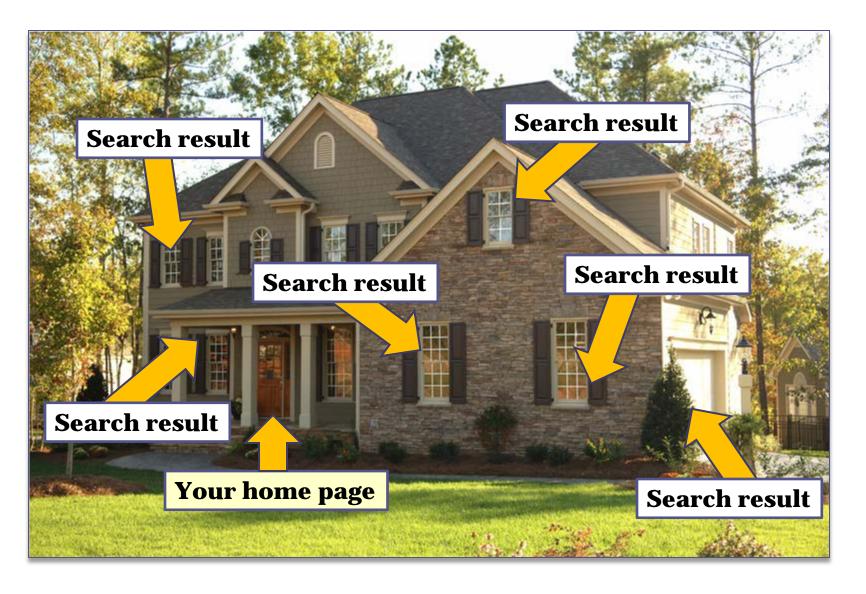
Most people acce home page, mak page on your site

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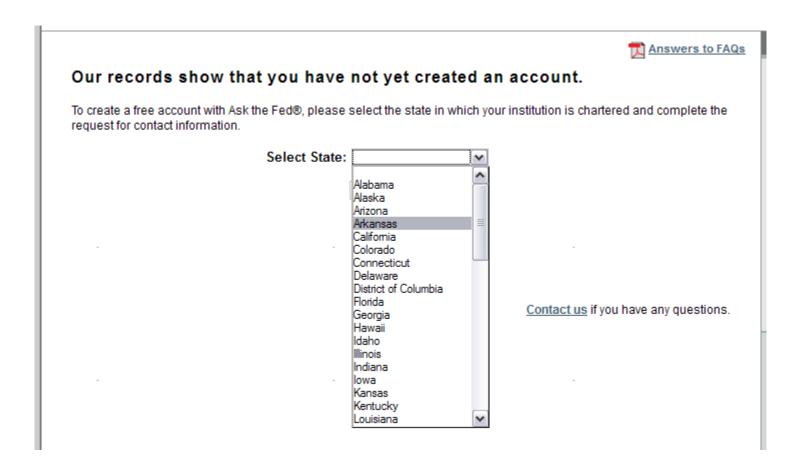
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Limit user option or minus two).

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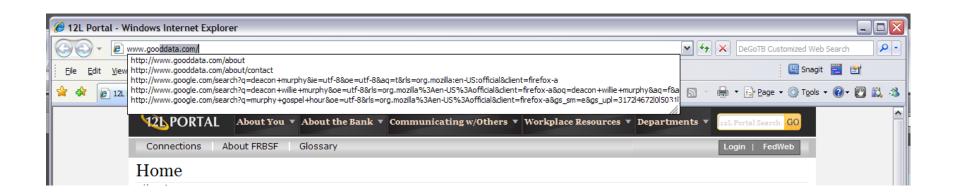
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Too many choices?



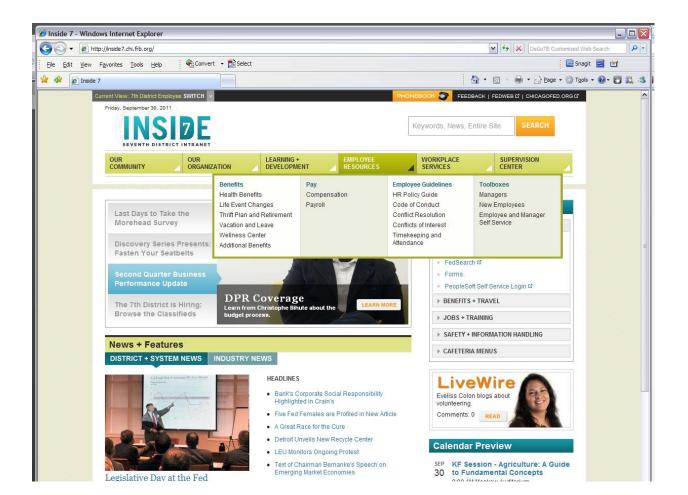
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Narrowing choices using type-ahead



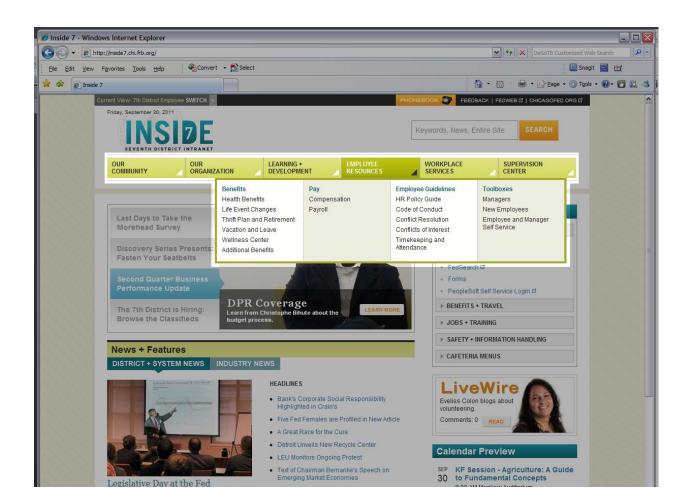
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Displaying choices with mega-menus



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Chunking: choices grouped into topics



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Recognition versus recall

The one with Sal Mineo Rebel Without A Cause!

On the Waterfront! That was awesome! That was Marlon Brando.

What is your favorite James Dean movie?

|--|

With Liz Taylor and Rock Hudson!

Giant?

Wasn't there one set in King City? No wait—that's where his car crashed.

How many movies did he make?

The one with Liz Taylor!

Aren't they making that one into a musical?

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Recognition versus recall

What is your favorite James Dean movie?

- Giant
- Rebel Without a Cause
- East of Eden

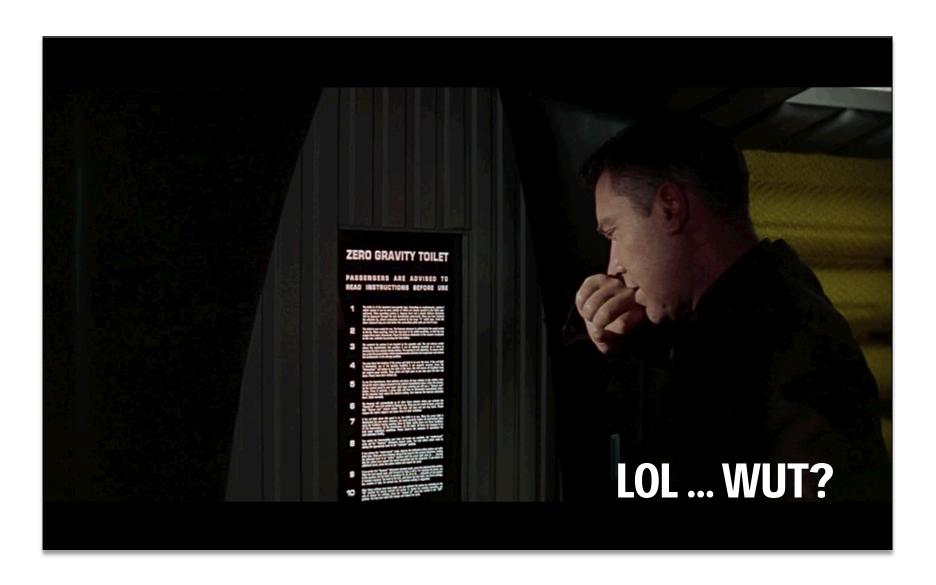


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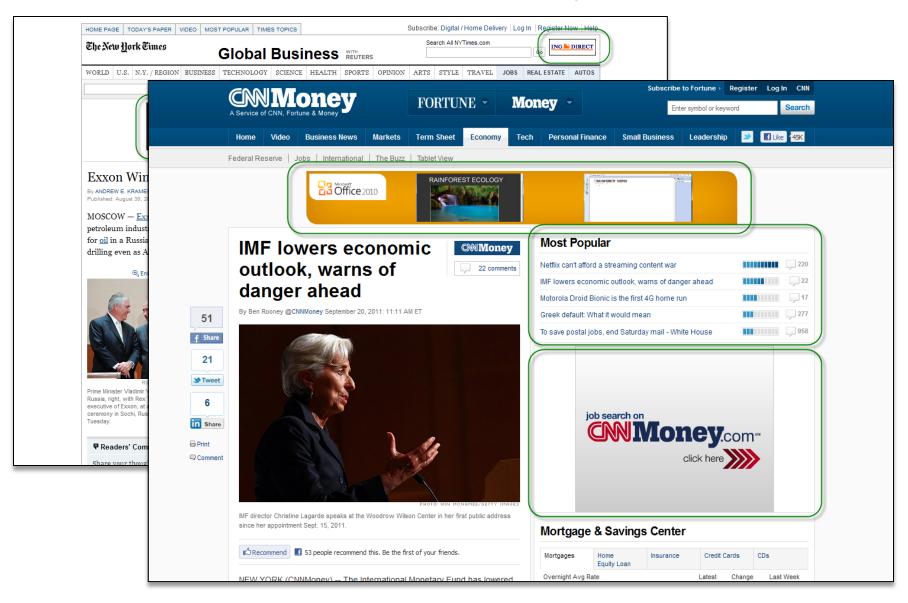
Myth #5

Users have "by page elements to places where they advertisements."

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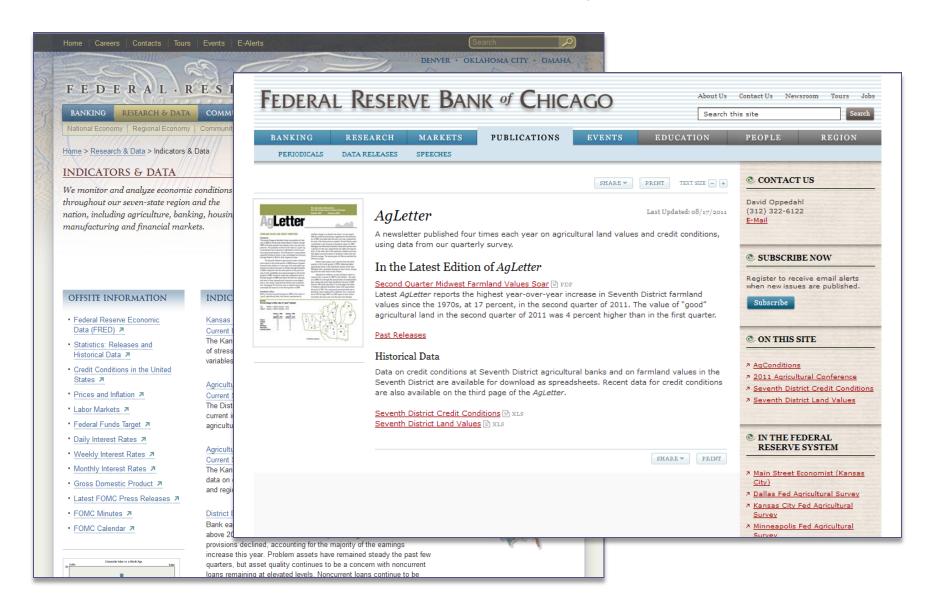


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If you ask people how they shop...



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If you watch people shop...



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Usability is base assumption that stakeholders kn

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Usability is based assumption that developers know BF

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Golden Rule #1

"You are not your user."

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Watch users in action!



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Marketing

 is the process used to determine what products or services may be of interest to customers, and the strategy to use in sales, communications and business development;

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User-centered design (UCD)

• is a design philosophy and a process in which the needs, wants, and limitations of end users of a product are given extensive attention at each stage of the design process.

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Myth #7

Even if your detailed to the basic rules of the bas

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Golden Rule #1

"You are not your user."



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Myth #8

Users won't scro content that's hi "below the fold."

page to view a view, or

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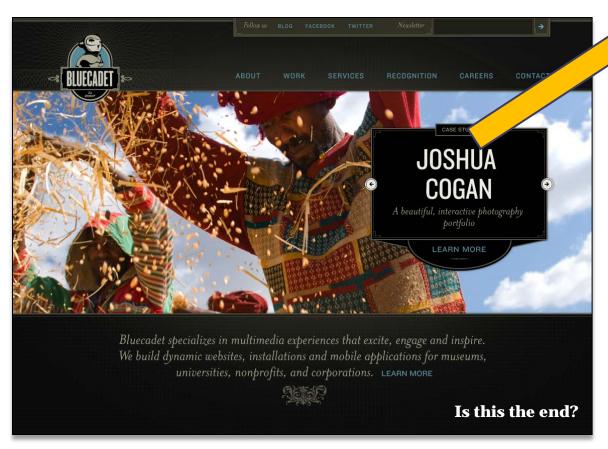


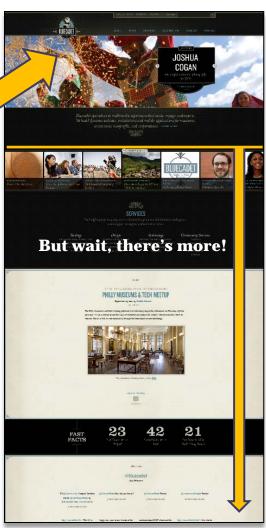
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es that stretch

is a better user

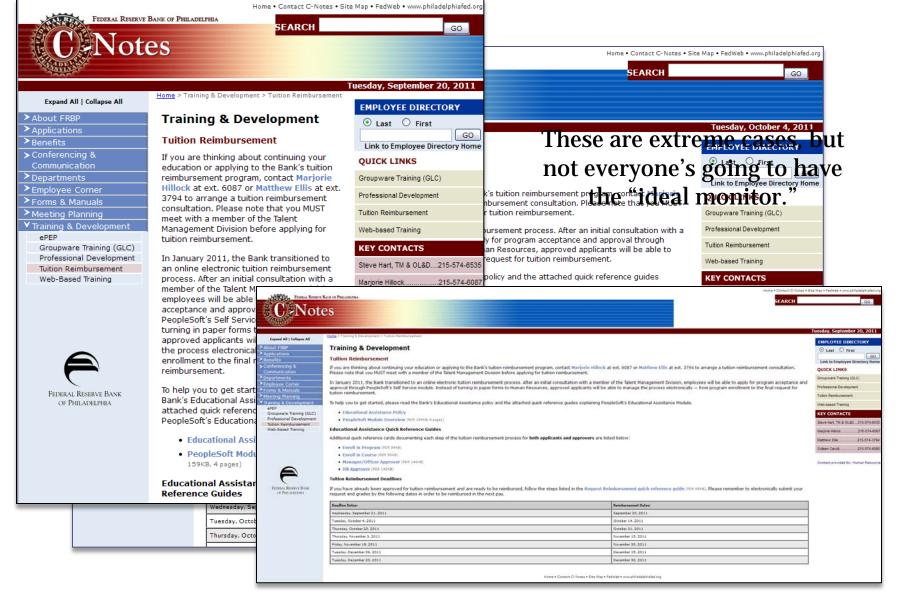
Myth #9

Fluid design, or with the browse experience.

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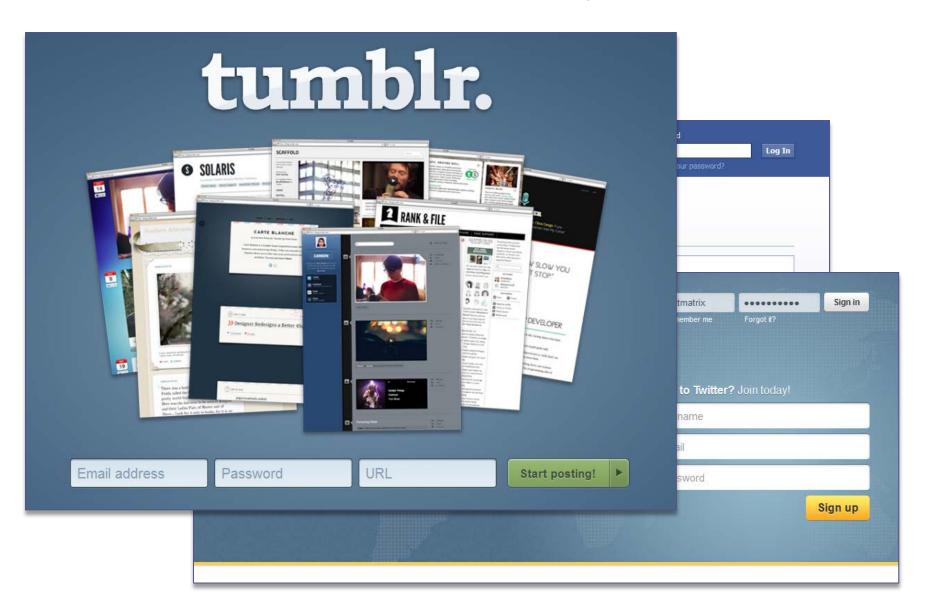


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It's OK to build a application or w cover all that and a training.

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Golden Rule #2

"You cannot fix it with training."

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refer and trust

ore than usable

Myth #12

Studies show cool-looking we websites.

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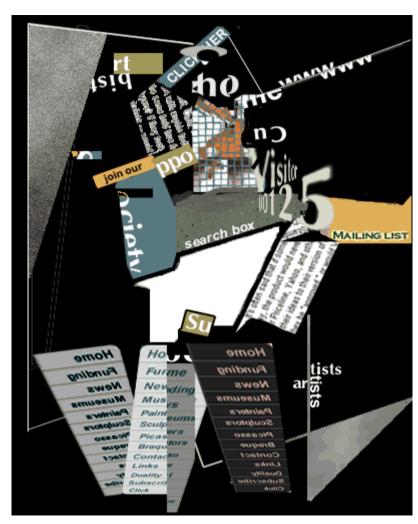


Visual Appeal vs. Usability: Which One Influences User Perceptions of a Website More?

Christine Phillips & Barbara S. Chaparro

http://www.surl.org/usabilitynews/112/aesthetic.asp

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The "Dada Website"

Courtesy SatireWire.com

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You've been a great audience!



* Mike Lawrence sold separately.