User Experience Design I (Interaction Design) SoSe 2018



#### **Goals for Today:**

Goals of Today:

- 1. Get a recap on common questionnaire techniques
- 2. Design your own questionnaire

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# INTUITI

- The Intuiti assesses the four components of intuitive interaction:

- Effortlessness
- Verbalizability
- Gut Feeling
- Magical Experience

Designed as a semantic differential: each question is based on a 7-point-scale between two bipolar statements

## INTUITI

#### While using the product...

...it took me a lot of effort to reach my goal

#### In retrospect...

...I can easily recall the operating steps

While using the product...

...I acted deliberately

Using the product...

...was inspiring



1 2 3 4 5 6 7



...I reached my goal effortlessly

...it is difficult for me to remember how the product is operated

...I acted on impulse

..was insignificant

### AttrakDiff

- Attractiveness Overall impression of the product. Do users like or dislike it?
- Perspicuity Is it easy to get familiar with the product?
- Efficiency Can users solve their tasks with the product without unnecessary effort?
- Dependability Does the user feel in control of the interaction?
- Stimulation Is it exciting and motivating to use the product?
- Novelty Is the product innovative and creative?

The users can immediately express feelings, impressions, and attitudes that arise when they use a product. •••

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#### Questionnaires

### AttrakDiff

Using the Interface was..

1 2 3 4 5 6 7	
.annoyingenjoyabe	
understandable	dable
dull	
difficult to	learn
.valuableinferior	

### SUS - System Usability Scale

- Is a very easy scale to administer to participants
- Is valid it can effectively differentiate between usable and unusable systems
- When a SUS is used, participants are asked to score 10 items with one of seven responses that range from Strongly Agree to Strongly disagree

#### SUS - System Usability Scale

I think that I would like to use this system frequently	1 2 3 4 5 6 7	
Strongly disagree		Strongly agree
I found the system unnecessarily complex Strongly disagree	1 2 3 4 5 6 7	Strongly agree
I thought the system was easy to use Strongly disagree	1 2 3 4 5 6 7	Strongly agree
I found the system very cumbersome to use Strongly disagree	1 2 3 4 5 6 7	Strongly agree

https://www.usability.gov/how-to-and-tools/methods/system-usability-scale.html

### INTERVIEW

- Semi-structured Interviews are used to gather focused, qualitative textual data
- This method offers a balance between the flexibility of an open-ended interview and the focus of a structured ethnographic survey

#### INTERVIEW

Guidelines for question development:

**Style**: Use open-ended questions to get lengthy and descriptive answers rather than close-ended questions (those that can be answered with "yes" or "no")

#### **Biases:** Avoid leading questions

**Language**: Use terms that participants can understand, given their knowledge, language skills, cultural background, age, gender, etc. Be mindful of the social or cultural contexts of your questions

**Concise:** Keep the questions as short and specific as possible. Avoid asking two-in-one questions, such as, "Do you travel by car and by bike?"

**Frame:** Avoid questions with a strong positive or negative association. Avoid phrasing questions as negatives (e.g., "How don't you like to get to work?").

#### Questions

Here are some examples of actual questions from a semi-structured interview (LeCompte, Schensul, 1999). Some key phrases are highlighted in bold.

RESPONDENT'S OPINIONS ABOUT WORKING WOMEN

- » What is your opinion of working women in Mauritius?
- » What major changes do you perceive in the lifestyle of working women in Mauritius?
- » How would you describe a working woman's relationship with her family?
- » How does your family feel about your work?

#### QUESTIONS ON RESPONDENT'S WORK

- » What are your feelings about your work?
- » Please, could you describe to me one of your typical working days?
- » Could you tell me what positive/negative impacts your work has had on your life?

## TODO

#### Intuiti

1

#### AttrakDiff

2

http:// intuitiveinteraction. net/method/

http://www.ueqonline.org

https:// www.usability.gov/ how-to-and-tools/ methods/systemusability-scale.html 4

Interview

3

SUS

#### TASK TODAY:

Discuss together in groups how a questionnaire for your prototype could look like. Think about interview questions.

HOMEWORK:

Finish your high fidelity prototypes!

Finish your questionnaires and test your prototype with others. Write down your findings into your sketchbook. Send me your prototypes until 11.07.2018, each group has to present their project and findings next week.