

# The Usability Engineering Lifecycle A Practitioners

Understanding Your Users

Human-Computer Interaction. Interaction Design and Usability

Scenario-based Development of Human-computer Interaction

Human-Centered Software Engineering - Integrating Usability in the Software Development Lifecycle

Methodologies and Principles

Adoption-centric Usability Engineering

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13th International Conference, HCI International 2009, San Diego, CA, USA, July 19-24, 2009, Proceedings, Part I

Designing Secure Systems that People Can Use

Keeping People in Mind Throughout Product Design

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Human-Centered Software Engineering - Integrating Usability in the Software Development Lifecycle

Principles and Guidelines in Software User Interface Design

Process and Guidelines for Ensuring a Quality User Experience

Security and Usability

Handbook of Software Engineering & Knowledge Engineering

Cost-justifying Usability

An Update for an Internet Age

Usability Engineering

Improving and Mediating Usability-to-software Engineering Communication

A Guide for System Life Cycle Processes and Activities

Development Process

5th Symposium of the Workgroup Human-Computer Interaction and Usability Engineering of the Austrian Computer Society, USAB 2009, Linz, Austria, November 9-10, 2009, Proceedings

Adoption-centric Usability Engineering

Usability Engineering

Developing User Interfaces for Microsoft Windows

A Practical Guide to the Models and Methods of Usage-Centered Design

Human Factors and Web Development

*The Usability Engineering Lifecycle A Practitioners*

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## RANDY CUNNINGHAM

*Understanding Your Users* Springer Science & Business Media

Reviews the features and applications of a broad range of computer software systems that allow the user to choose the sequence of text or other display at the time of use. Contains a well-annotated bibliography. Annotation copyright Book News, Inc. Portland, Or.

**Human-Computer Interaction. Interaction Design and Usability** Morgan Kaufmann

Hailed on first publication as a compendium of foundational principles and cutting-edge research, The Human-Computer Interaction Handbook has become the gold standard reference in this field. Derived from select chapters of this groundbreaking resource, Human-Computer Interaction: The Development Practice addresses requirements specification, design and development, and testing and evaluation activities. It also covers task analysis, contextual design, personas, scenario-based design, participatory design, and a variety of evaluation techniques including usability testing, inspection-based and model-based evaluation, and survey design. The book includes contributions

from eminent researchers and professionals from around the world who, under the guidance of editors Andrew Sear and Julie Jacko, explore visionary perspectives and developments that fundamentally transform the discipline and its practice.

*Scenario-based Development of Human-computer Interaction* Elsevier

This text is about achieving usability in product user interface design through a process called Usability Engineering. The techniques presented include not only UI requirements analysis, but also organizational and managerial strategies.

**Human-Centered Software Engineering - Integrating Usability in the Software Development Lifecycle** Elsevier

Developing software systems which are easy to use while simultaneously increasing the productivity, performance and satisfaction of users is still a major challenge in software engineering. Thus a large number of usability engineering methods have been proposed to systematically develop software with high usability. A large number of studies indicate that even basic usability engineering methods are not integrated in software development lifecycles practiced in industrial settings. Yet problems in the adoption of methods by project teams are

rarely examined. This book provides a new perspective on the integration and adoption of usability engineering methods by software development teams. The adoption of methods by project teams - contrary to popular belief - is not assured just because it is mandated by the organization. This work argues that usability engineering methods can only be regarded as integrated in the software development process of an organization when these methods are practiced and accepted by development teams. So far no frameworks for examining the acceptance of methods by project teams and for exploiting such data for guiding project teams in method deployment are available. To address this problem, this book presents an approach which consists of a process meta-model for guiding project teams in the deployment of usability engineering methods and a measurement framework for measuring the acceptance of the deployed methods. The approach is called Adoption-Centric Usability Engineering. [Methodologies and Principles](#) Springer Science & Business Media Penetrates the human computer interaction (HCI) field with breadth and depth of comprehensive research.

**Adoption-centric Usability Engineering** Morgan Kaufmann

Activity theory is a way of describing and characterizing the structure of human activity of all kinds. First introduced by Russian psychologists Rubinshtein, Leontiev, and Vigotsky in the early part of the last century, activity theory has more recently gained increasing attention among interaction designers and others in the human-computer interaction and usability communities (see, for example, Gay and H-brooke, 2004). Interest was given a significant boost when Donald Norman suggested activity-theory and activity-centered design as antidotes to some of the putative ills of "human-centered design" (Norman, 2005). Norman, who has been credited with coining the phrase "user-centered design," suggested that too much attention focused on human users may be harmful, that to design better tools designers need to focus not so much on users as on the activities in which users are engaged and the tasks they seek to perform within those activities. Although many researchers and practitioners claim to have used or been influenced by activity theory in their work (see, for example, Nardi, 1996), it is often difficult to trace precisely where or how the results have actually been shaped by activity theory. In many cases, even detailed case studies report results that seem only distantly related, if at all, to the use of activity theory. Contributing to the lack of precise and traceable impact is that activity theory, despite its name, is not truly a formal and proper theory.

#### **Software Engineering Models, Patterns and Architectures for HCI** CRC Press

*Human-Centered Software Engineering: Bridging HCI, Usability and Software Engineering* From its beginning in the 1980's, the field of human-computer interaction (HCI) has been a multidisciplinary arena. By this I mean that there has been an explicit recognition that distinct skills and perspectives are required to make the whole effort of designing usable computer systems work well. Thus people with backgrounds in Computer Science (CS) and Software Engineering (SE) joined with people with backgrounds in various behavioral science disciplines (e.g., cognitive and social psychology, anthropology) in an effort where all perspectives were seen as essential to creating usable systems. But while the field of HCI brings individuals with many background disciplines together to discuss a common goal - the development of useful, usable, satisfying systems - the form of the collaboration remains unclear. Are we striving to coordinate the varied activities in system development, or are we seeking a richer collaborative framework? In coordination, Usability and SE skills can remain quite distinct and while the activities of each group might be critical to the success of a project, we need only insure that critical results are provided at appropriate points in the development cycle. Communication by one group to the other during an activity might be seen as only minimally necessary. In collaboration, there is a sense that each group can learn something about its own methods and processes through a close partnership with the other. Communication during the process of gathering information from target users of a system by usability professionals would not be seen as something that gets in the way of the essential work of software engineering professionals.

#### *The Usability Engineering Lifecycle* John Wiley & Sons

There is an intrinsic conflict between creating secure systems and usable systems. But usability and security can be made synergistic by providing requirements and design tools with specific usable security principles earlier in the requirements and design phase. In certain situations, it is possible to increase usability and security by revisiting design decisions made in the past; in others, to align security and usability by changing the regulatory environment in which the computers operate. This book addresses creation of a usable security protocol for user authentication as a natural outcome of the requirements and design phase of the authentication method development life cycle.

*Integrating a Usable Security Protocol into User Authentication Services Design Process* CRC Press Executive Summary. What is usability. Generations of user interfaces. The usability engineering lifecycle. Usability heuristics. Usability testing. Usability assessment methods beyond testing. Interface standards. International user interfaces. Future developments. Exercises. Bibliography. Author index. Subject index.

#### *Systematic Deployment, Evaluation and Improvement of Usability Engineering Methods in the Software Engineering Lifecycle* Elsevier

Due to the ever-changing technological landscape and the global integration of the Internet in schools, libraries, homes, and businesses, the content of this second edition changed significantly. Since many computer users are connected at both home and work, the Web has transformed communication; consumption patterns; and access to business, politicians, and neighbors halfway around the world. With numerous books on user-friendly Web sites, the editor's challenge was to

deliver a volume with a radically different snapshot of the research being conducted at the beginning of the 21st century. The chapters in this book provide many answers to critical questions and propose thought-provoking research ideas for the future. Corporate and academic practitioners, as well as their doctoral fellows and graduate students from around the globe contributed their time, expertise, and unique research practices. Together, they collectively provide another comprehensive resource that the growing community of human factors and Web development experts can share. The editor's hope is that this book will inspire leading-edge research on accessible Web applications or other topics in the coming years.

#### *13th International Conference, HCI International 2009, San Diego, CA, USA, July 19-24, 2009, Proceedings, Part I* Morgan Kaufmann

Human factors and usability issues have traditionally played a limited role in security research and secure systems development. Security experts have largely ignored usability issues--both because they often failed to recognize the importance of human factors and because they lacked the expertise to address them. But there is a growing recognition that today's security problems can be solved only by addressing issues of usability and human factors. Increasingly, well-publicized security breaches are attributed to human errors that might have been prevented through more usable software. Indeed, the world's future cyber-security depends upon the deployment of security technology that can be broadly used by untrained computer users. Still, many people believe there is an inherent tradeoff between computer security and usability. It's true that a computer without passwords is usable, but not very secure. A computer that makes you authenticate every five minutes with a password and a fresh drop of blood might be very secure, but nobody would use it. Clearly, people need computers, and if they can't use one that's secure, they'll use one that isn't. Unfortunately, unsecured systems aren't usable for long, either. They get hacked, compromised, and otherwise rendered useless. There is increasing agreement that we need to design secure systems that people can actually use, but less agreement about how to reach this goal. Security & Usability is the first book-length work describing the current state of the art in this emerging field. Edited by security experts Dr. Lorrie Faith Cranor and Dr. Simson Garfinkel, and authored by cutting-edge security and human-computer interaction (HCI) researchers world-wide, this volume is expected to become both a classic reference and an inspiration for future research. Security & Usability groups 34 essays into six parts: Realigning Usability and Security--with careful attention to user-centered design principles, security and usability can be synergistic. Authentication Mechanisms-- techniques for identifying and authenticating computer users. Secure Systems--how system software can deliver or destroy a secure user experience. Privacy and Anonymity Systems--methods for allowing people to control the release of personal information. Commercializing Usability: The Vendor Perspective--specific experiences of security and software vendors (e.g., IBM, Microsoft, Lotus, Firefox, and Zone Labs) in addressing usability. The Classics--groundbreaking papers that sparked the field of security and usability. This book is expected to start an avalanche of discussion, new ideas, and further advances in this important field.

#### *Designing Secure Systems that People Can Use* IGI Global

*The Essential Persona Lifecycle: Your Guide to Building and Using Personas* offers a practical guide to the creation and use of personas, which can help product designers, their team, and their organization become more user focused. This book is for people who just need to know what to do and what order to do it in. It is completely focused on practical tools and methods, without much explanation on why the particular tool or method is the right one. The book discusses the five phases of persona lifecycle: Family planning — Basic ideas and a few tools that will help one get organized Conception and gestation — Step-by-step instructions to move from assumptions to completed personas Birth and maturation — Strategic techniques to get the right information about one's personas out to one's teammates at the right time Adulthood — Specific tools that will ensure that one's personas are used by the right people at the right times and in the right ways during the product development cycle Lifetime achievement and retirement — Basic ideas and a few tools to you measure the success of the persona effort and prepare for the next one Practical and immediately applicable how-to reference guide for building and using personas - from planning, creating, launching, evaluating, and determining ROI Invaluable guide that gives you a quick reference for incorporating personas into a product development process Features all the essential how-to material from its parent book, *The Persona Lifecycle*, as a quick, at your fingertips companion

*Keeping People in Mind Throughout Product Design* John Wiley & Sons Incorporated

The 13th International Conference on Human-Computer Interaction, HCI International 2009, was held in San Diego, California, USA, July 19-24, 2009, jointly with the Symposium on Human Interface (Japan) 2009, the 8th International Conference on Engineering Psychology and Cognitive Ergonomics, the 5th International Conference on Universal Access in Human-Computer Interaction, the Third International Conference on Virtual and Mixed Reality, the Third International Conference on Internationalization, Design and Global Development, the Third International Conference on Online Communities and Social Computing, the 5th International Conference on Augmented Cognition, the Second International Conference on Digital Human Modeling, and the First International Conference on Human Centered Design. A total of 4,348 individuals from academia, research institutes, industry and governmental agencies from 73 countries submitted contributions, and 1,397 papers that were judged to be of high scientific quality were included in the program. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. The papers accepted for presentation thoroughly cover the entire field of human-computer interaction, addressing major advances in the knowledge and effective use of computers in a variety of application areas.

#### **The Persona Lifecycle** Morgan Kaufmann

Information technologies play a significant role in modern information-driven societies, making a comprehensive understanding of digital media a fundamental requisite to success. *Cases on Usability Engineering: Design and Development of Digital Products* provides readers with case studies and real-life examples on usability methods and techniques to test the design and development of digital products, such as web pages, video games, and mobile computer applications. Students, lecturers, and academics concentrating in computer science can use these cases to investigate how and why usability can improve the design of digital technology, offering diverse technological solutions that many academics have largely failed to disseminate. This book is part of the *Advances in Human and Social Aspects of Technology* series collection.

#### *Agile UX Design for a Quality User Experience* O'Reilly Media, Inc."

*Human-Centered Software Engineering: Bridging HCI, Usability and Software Engineering* From its beginning in the 1980's, the field of human-computer interaction (HCI) has been a multidisciplinary arena. By this I mean that there has been an explicit recognition that distinct skills and perspectives are required to make the whole effort of designing usable computer systems work well. Thus people with backgrounds in Computer Science (CS) and Software Engineering (SE) joined with people with backgrounds in various behavioral science disciplines (e.g., cognitive and social psychology, anthropology) in an effort where all perspectives were seen as essential to creating usable systems. But while the field of HCI brings individuals with many background disciplines together to discuss a common goal - the development of useful, usable, satisfying systems - the form of the collaboration remains unclear. Are we striving to coordinate the varied activities in system development, or are we seeking a richer collaborative framework? In coordination, Usability and SE skills can remain quite distinct and while the activities of each group might be critical to the success of a project, we need only insure that critical results are provided at appropriate points in the development cycle. Communication by one group to the other during an activity might be seen as only minimally necessary. In collaboration, there is a sense that each group can learn something about its own methods and processes through a close partnership with the other. Communication during the process of gathering information from target users of a system by usability professionals would not be seen as something that gets in the way of the essential work of software engineering professionals.

#### *Process, Products, and Examples* Pearson Education

Cradle-to-grave analyses are becoming the norm, as an increasing amount of corporations and government agencies are basing their procurement decisions not only on initial costs but also on life cycle costs. And while life cycle costing has been covered in journals and conference proceedings, few, if any, books have gathered this information into an *Human-Centered Software Engineering* Elsevier Written in an accessible, conversational style, this comprehensive introduction to usability engineering takes a project-based approach to the development process. KEY TOPICS: Provides detailed coverage of the fundamentals without unnecessary depth or breadth, focusing readers on understanding the goals and process of usability engineering. Covers the entire usability engineering lifecycle, emphasizing select techniques and methodologies. Illustrates the user interface development process with examples from a medium-scale development example.

MARKET: For anyone interested in learning more about usability and user interfaces in computer systems and software.

**User Interface Design and Evaluation** The Usability Engineering Lifecycle A Practitioner's Handbook for User Interface Design

"Learn how to have great conversations through your site or app. Meet your business goals while satisfying your site visitors' needs. Learn how to create useful and usable content from the master - Ginny Redish. Ginny's easy-to-read style will teach you how to plan, organize, write, design, and test your content"--

**Cases on Usability Engineering: Design and Development of Digital Products** Morgan

Kaufmann

This four volume set provides the complete proceedings of the 10th International Conference on Human-Computer Interaction held June, 2003 in Crete, Greece. A total of 2,986 individuals from industry, academia, research institutes, and governmental agencies from 59 countries submitted their work for presentation at the conference. The papers address the latest research and development efforts, as well as highlight the human aspects of design and use of computing systems. Those accepted for presentation thoroughly cover the entire field of human-computer interaction, including the cognitive, social, ergonomic, and health aspects of work with computers.

The papers also address major advances in knowledge and effective use of computers in a variety of diversified application areas, including offices, financial institutions, manufacturing, electronic publishing, construction, health care, and disabled and elderly people.

**Usability Engineering** Morgan Kaufmann

Here is the first of a four-volume set that constitutes the refereed proceedings of the 12th International Conference on Human-Computer Interaction, HCI 2007, held in Beijing, China, jointly with eight other thematically similar conferences. It covers interaction design: theoretical issues, methods, techniques and practice; usability and evaluation methods and tools; understanding users and contexts of use; and models and patterns in HCI.