



National Capital Region Chapter of the
ACM Special Interest Group on Computer Human Interaction

Usability Bootcamp

Making Your Websites and Software Easy to Use

An Introduction to Usability

Summary of Participant Evaluations

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Method

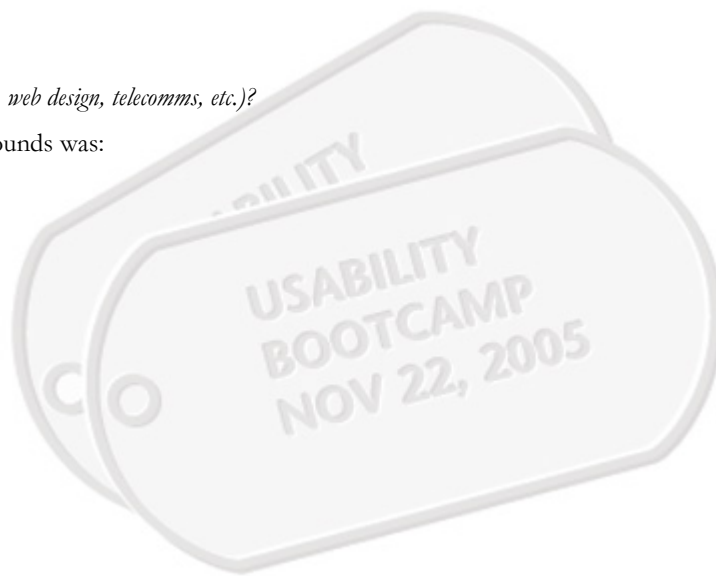
- 50 responses were collected
- All ratings scales use 5 points, usually positive responses are high numbers, but sometimes the scale was reversed. I calculated mean and % positive (4 or 5 for normal questions, 1 or 2 for reversed questions) and % negative (1 or 2 for normal questions, 4 or 5 for reversed questions)

The Audience

What primary domain do you work in (e.g. web design, telecomms, etc.)?

The frequency of participant backgrounds was:

- web design: 20
- application development: 3
- software testing: 3
- UI design: 2
- systems: 2
- programming: 2
- GUI: 2
- information architecture: 2
- documentation: 1



Overall Satisfaction

Summary: The satisfaction ratings were very high, with no negative ratings.

The best liked aspects were the exercises and the quality of the presenters.

Regarding disliked aspects, some participants thought the material was too basic. Also, 2 participants felt that the exercises were a waste of time and they would have preferred more presentation from experts rather than interaction with peers.

I enjoyed the workshop

Mean = 4.5, % positive = 96, % negative = 0

I believe this information will be useful to me

Mean = 4.2, % positive = 88, % negative = 0

I would recommend this workshop to others

Mean = 4.3, % positive = 85, % negative = 0

Well Liked Aspects

- exercises: 16 times
- quality of presenters: 5 times

Disliked Aspects

- too basic: 5 times
- length of day: 3 times
- exercises: 2 times
- length of breaks: 2 times

Hands-on Activities

Summary: the hands-on exercises were seen as one of the most positive aspects by most people.

There was an appropriate amount of exercises and interaction

Mean = 4.4, % positive = 86, % negative = 2

Venue

Summary: people liked the venue and they really liked the food. The only negative comment about the food was that there was too much of it.

The venue was appropriate for this event

Mean = 4.4, % positive = 90, % negative = 0

The menu was suitable for this event

Mean = 4.6, % positive = 96, % negative = 0

Cost

Summary: the data suggest that the cost was about right, with no strong opinions for the questions about high and low cost, and a difference score whose average was about 0, meaning neither high nor low.

I consider the cost of the workshop to be low

Mean = 2.9, % positive = 20, % negative = 26

I consider the cost of the workshop to be high [reversed scale]

Mean = 2.7, % positive = 33, % negative = 22

I also calculated the difference between participant's answers on the high and low ratings by taking the high result and subtracting the low amount. The resulting scale is a measure of opinion that the cost was too high.

Mean = -0.3

For more information, contact workshop@capchi.org.