User Experience, Visualization and Usability

Sandra Gesing
sandra.gesing@nd.edu

Virtual Residency Summer Workshop on
Intermediate Research Computing Facilitation
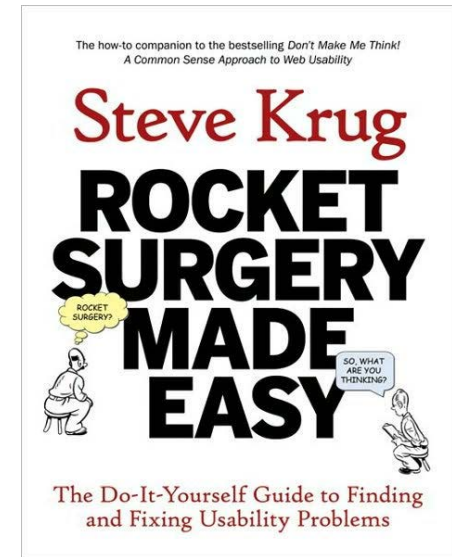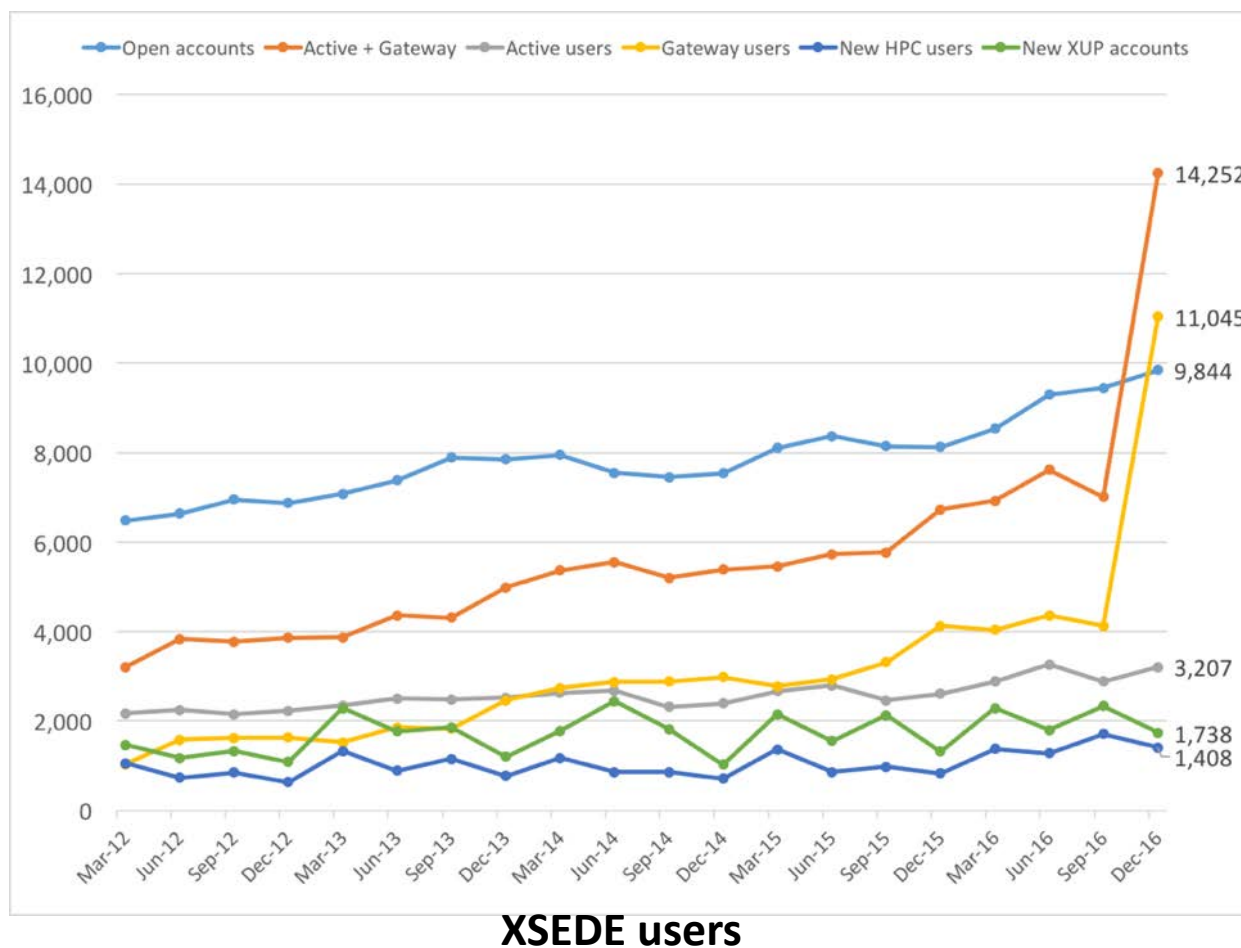University of Oklahoma
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Usability

"After all, usability really just means that making sure that something works well: that a person … can use the thing - whether it's a Web site, a fighter jet, or a revolving door - for its intended purpose without getting hopelessly frustrated."

(Steve Krug in "Don't make me think!: A Common Sense Approach to Web Usability", 2005)

A USER INTERFACE IS LIKE A JOKE. IF YOU HAVE TO EXPLAIN IT, IT'S NOT THAT GOOD.

Steve Krug
DON'T MAKE ME THINK
A Common Sense Approach to Web Usability
SECOND EDITION

The how-to companion to the bestselling Don't Make Me Think! A Common Sense Approach to Web Usability
Steve Krug
ROCKET SURGERY MADE EASY
ROCKET SURGERY?
SO, WHAT ARE YOU THINKING?
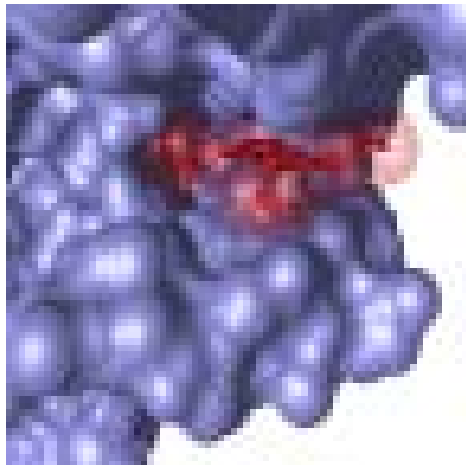The Do-It-Yourself Guide to Finding and Fixing Usability Problems

Gateway users are 77% of active XSEDE users in Q4 2016

XSEDE users

This is largely due to the CIPRES and I-TASSER gateways, but others are gaining
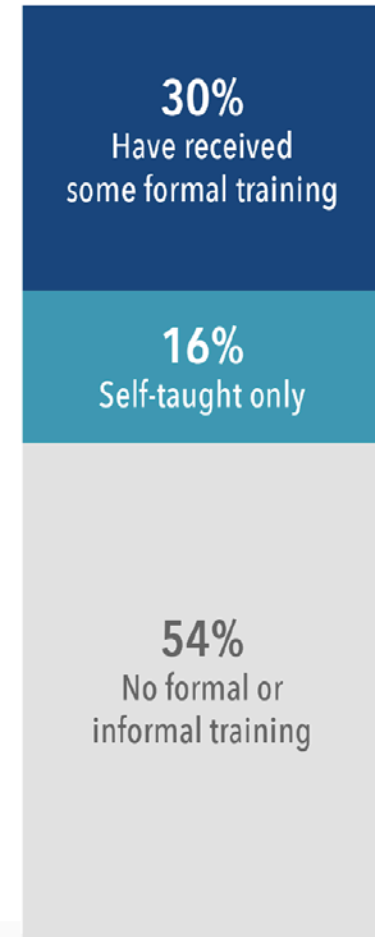
Visualization

"An image says more than 1000 words."

Can you do your work without research software?

62% Could not do their work without research software

30% Could continue their work, but with more effort

3% No difference

5% Do not use research software

What kind of training have you received?

30% Have received some formal training

16% Self-taught only

54% No formal or informal training

Questions

You all collaborate with people from diverse research disciplines.

- Are there challenges all disciplines have in common in regard to your area/topic? What are challenges which are dependent on the discipline? Do you experience many differences in the collaboration with diverse disciplines? Is there a discipline you would like to collaborate much more with because you are sure it would be beneficial for both sides but there is a "culture gap" or another hurdle?

- What would you tell someone who states that user experience, usability and visualization are "nice-to-have" topics in research computing but efficiency and effectiveness of software and hardware are by far the major topics for research computing?

- What is something unexpected or interesting that people find as a result of doing usability/UX/visualization?

- Are there ways of getting starting with usability/UX/visualization without requiring long-term training?

- What are trends which majorly influenced your area in the last 5 years?

Thanks!

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