User Experience, Visualization and Usability
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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)
Gateway users are 77% of active XSEDE users in Q4 2016

This is largely due to the CIPRES and I-TASSER gateways, but others are gaining...
“An image says more than 1000 words.”
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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