

# Adapting UCD for Open Source Software Development

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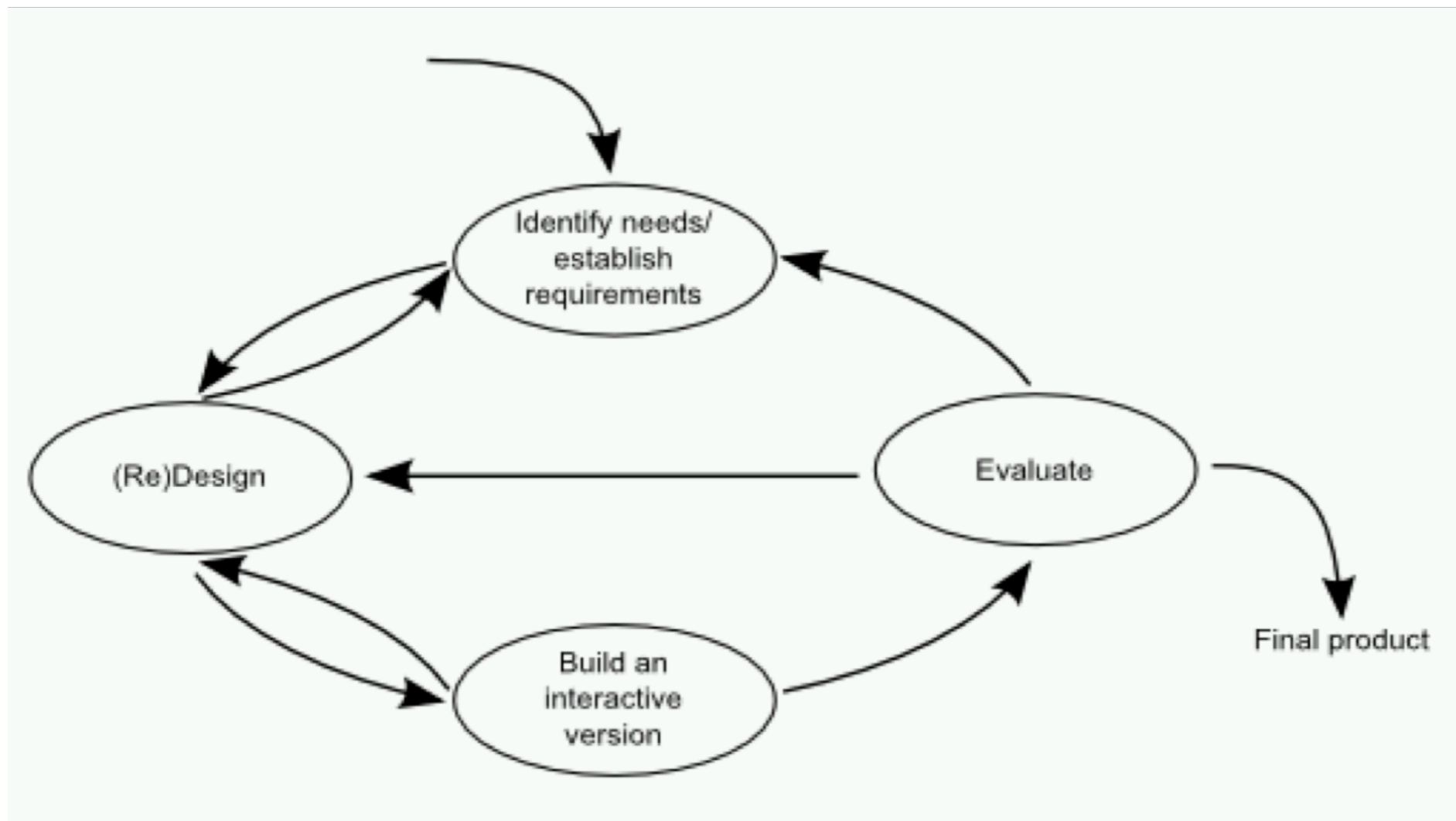
# Outline

- Introduction to UCD
- Challenges of applying UCD on FLOSS
- Case study: Moodle
- Ongoing project: gfx.tw

# UCD: User-Centered Design

**UCD:**  
**An iterative design  
process**

# A simple model



**Why UCD?**

# Create Successful User Experience

To UX designers, success means creating **products** that are **useful, usable,** and **desirable.**

Charles B. Kreitzberg and Ambrose Little, <http://msdn.microsoft.com/en-us/magazine/dd263095.aspx>

# Product ( 産品 )

Creating something for people you don't know

# Useful (有用)

Satisfactory in functionality

**IFART™**  
It is now safe to fartuate

**FART-BUDZ**

**RECORD-A-FART**

**FART-A-FRIEND**

**SNEAK ATTACK**

**FART NOW**

**more apps**

**SECURITY FART**

**IM FEELING LUCKY**

BraveFart  
Forrest Dump  
Harry Pooter  
The Sixth Scent  
Top Bun

**store >**

# Usable ( 可用 )

Whether the user can use the provided functions

本車票限以票面所載之日期、車次有效，逾期作廢。  
Valid only on the departure date and train number shown on the ticket.

插入票口  
Insert the ticket this way



台灣高鐵  
TAIWAN HIGH SPEED RAIL

高鐵語音訂位

列車出發前30分鐘完成付款  
還享有快速取票服務！

4066-0000 1000  
服務時間：06:00-24:00

詳情請參考自動語音訂位使用說明 [www.thsrc.com.tw](http://www.thsrc.com.tw)

# Desirable (想用)

The user wants to own the product



I don't care.

ripten

# Usability: ISO09241-111

Usability: Extent to which a product can be used by specified users to achieve specified goals with **effectiveness, efficiency** and **satisfaction** in a specified context of use.

# Usability: ISO09241-111

Effectiveness: 可以做得多好？

# Usability: ISO09241-111

Efficiency: 可以做得多快？

# Usability: ISO09241-11

Satisfaction: 操作過程中有多爽/不爽？

# Usability: Jacob Nielsen

**Learnability（可學習性）：在初次接觸系統就能完成基本操作的容易程度。**

# Usability: Jacob Nielsen

Memorability (可記憶性)：經過一段時間沒用系統後，重新使用還能上手的容易程度。

# Usability: Jacob Nielsen

Efficiency (效率) : 學會使用系統後，  
能多快完成任務？

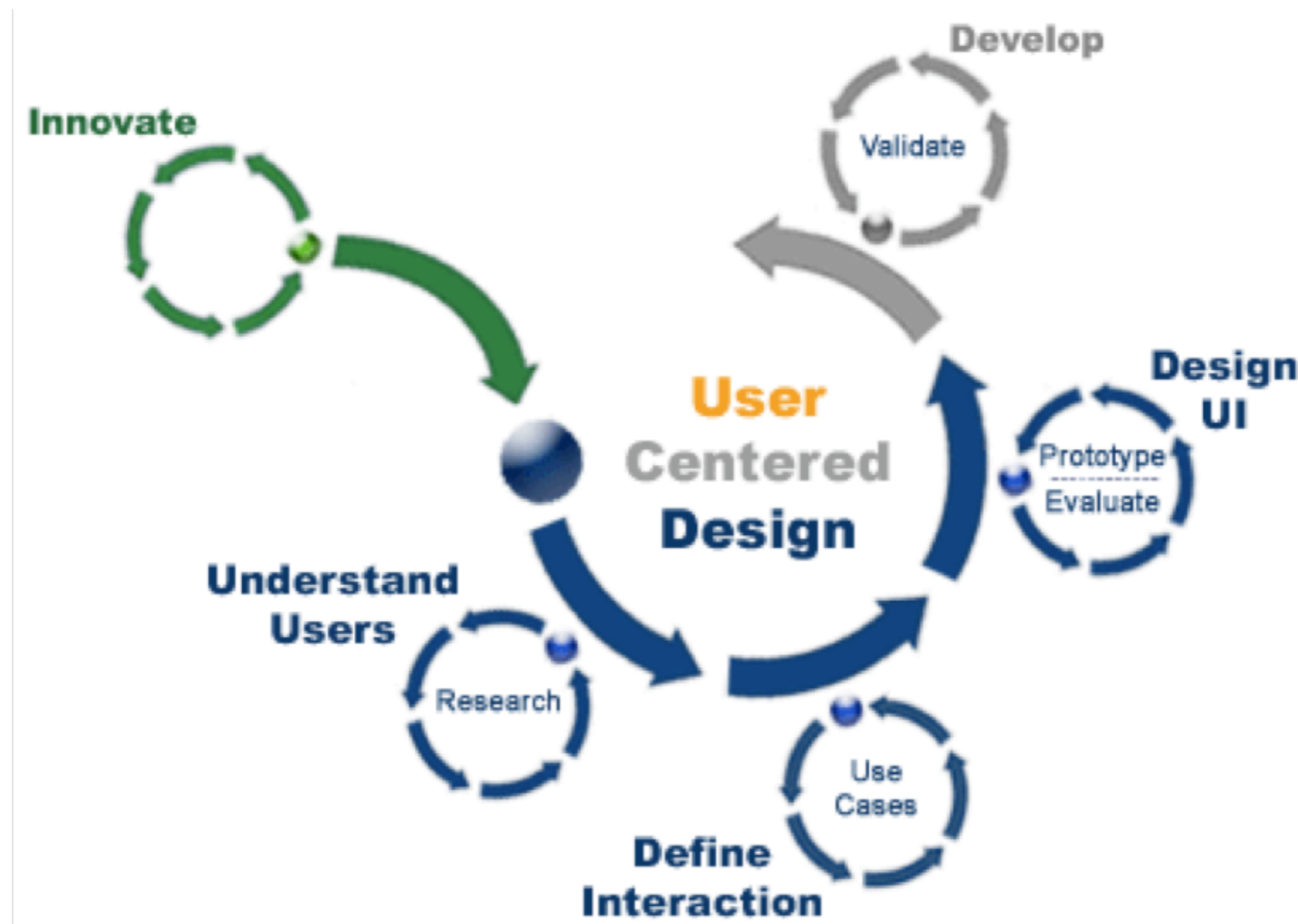
# Usability: Jacob Nielsen

**Errors（錯誤）：使用者犯錯的數量、錯誤的嚴重度、修正錯誤的容易程度。**

# Usability: Jacob Nielsen

Satisfaction (滿意度) : 使用系統時的  
愉悅度。

# Software development model with UCD



The SAP user-centered design procedd, [http://www.sapdesignguild.org/editions/edition10/ucd\\_overview.asp](http://www.sapdesignguild.org/editions/edition10/ucd_overview.asp)

**Why UCED in FLOSS?**

**World Domination**



# When FLOSS meets UCD

**Scratch your own  
itches**

Developer is user

**Replace proprietary  
software**

**(End) users are missing**

# Floss projects with UX



etc...

# Outcomes

# UI Design Guidelines

# Usability evaluation report

# User research report

# Improved interaction design

# Improved user interface design

**And more...**

# Challenges

Code speaks louder  
than \*

**Entry barrier of tools  
to UX designers**

# Distributed development model

**Limited resource**

**Most FLOSS projects  
are poor**

**UX designers can be  
free but accessing users  
is not**

**Solutions?**

**No best practice yet**

# Case study: Moodle usability

# Began as a school project work: Quiz UI redesign

# Developed Moodle UI Guidelines

# Usability specialist for Moodle

Moodle: The user's experience by Olli Savolainen, <http://www.pilpi.net/software/moodle/>

Ongoing project:  
gfx.tw

**gfx.tw: a website for  
promoting Firefox.**

**Current status:  
an established website.**

**Problem:**

**How to decide the  
priority of developing  
new features?**

**What we have done?**

**Talk to developers**

**Gathered statistics of  
website activity**

# Gathered feature requests

**What next?**

# User research on gfx.tw contributors

# References

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- Usability 101: Introduction to Usability, <http://www.useit.com/alertbox/20030825.html>
- Moodle: The user's experience, <http://www.pilpi.net/software/moodle/>