CRAIG EARLEY

CS 488: SENIOR SEMINAR

SOFTWARE INTERFACES AND HUMAN BEHAVIOR

PROPOSED PROJECT

OVERVIEW

▸ How to best evaluate an interface?

▸ Currently hard to do independent of a major tech firm

▸ Idea: give **independent and academic developers** a framework for interface testing

HARDWARE

▸ Minimal

▸ Local computer (macOS)

▸ CS computers for more robust web tools

SOFTWARE

▸ **Browser extension** (Google Chrome)

▸ Input

    ▸ URL's (start, stop)

    ▸ Version ID (integer, possibly a button)

    ▸ User interaction

▸ Output

    ▸ Time required for user to go from start_url to stop_url

DATA COLLECTION

▸ Class participants, each person doing a short run

▸ Will complete and submit IRB form by next class period

▸ Only necessary data:

  ▸ start_url, stop_url, version, start_time, stop_time

HOW THIS AFFECTS THE PAPER

▸ Paper and software diverge

▸ Software will be used to build the framework and show how the principles matter

▸ Research for the paper will now emphasize specific factors in interface design (both theory and practice)