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)
QUESTIONS AND FEEDBACK?