Is Less More When Using and Creating Checklists?

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Overview

 A checklist is a user aide for ensuring the complete and accurate performance of a series of procedural steps.

 "But regardless of focus, purpose, or complexity, all checklists share in common a basic mnemonic function: they remind (or inform) us what we are supposed to do, check, look for, etc." (Wingate, 2002).

Introduction

 Research exists regarding checklist design, evaluation, testing, and proper use

 No research to date regarding checklist length

Goal is to identify the optimal length of a GUI evaluation checklist

Practice Innovation

 The only reference to checklist size was found in an article by Michael Scriven (2000), "...the balance between ease of use and value added via applicability, on the one hand, and length on the other. Brevity is desirable; but clarity is essential..."

Practice Innovation

 As a first step towards determining the optimal balance between clarity and brevity, empirical research was conducted to discover the number of checklist items an individual will actually use to correctly evaluate a GUI.

Participants

- Twenty individuals, male and female ranging in age from 18 to 65 from varying disciplines
- All participants were comfortable using computers and browsing the internet but had no specific experience evaluating web page GUIs

Tools

 Four GUI evaluation checklists of varying lengths 25 to 300 items

 The longer checklists had more specific questions

 Two websites were selected based on their potential for usability improvements

Procedure

Each participant reviewed two websites with two of the four checklists

Completed checklists and additional comments were submitted upon completion of the evaluation

Findings

Shorter checklists
Missed usability concerns
Longer checklists
Were abandoned!
Wording

Amount of items marked N/A

The Way Ahead

Dynamic Checklist
 Specific to GUI type
 Allows for detailed items
 Saves time
 More efficient

Dynamic Checklist

 Users answer a few questions regarding the GUI to be evaluated
 Does the GUI contain input forms?
 Does the GUI have a menu?

ODoes the GUI have error messages?

 Checklist dynamically adapted based on the user's input

References

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Questions???