Outline:

- Introduction
- The Purpose of this Project
- SACM-SMS Parts
- Usability Testing Stages
- Test Users
- Usability Testing (SACM-SMS Administration Backbone)
- Usability Testing (SACM-SMS Website)
- Timetable
- Usability Attributes
- Conclusion
- Questions
Introduction:

Title: Evaluation Usability of the Saudi Arabian Cultural Mission Student Management System (SACM-SMS).

Statues: proposition
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The Purpose of this Project

1. To evaluate the usability of SACM-SMS.

2. To modify the code to improve its usability.
SACM-SMS Parts:
1- SACM-SMS Administration Backbone.
2- SACM-SMS Website.
SACM-SMS Administration Backbone

- History?
- Components?
- Tasks?
SACM-SMS Website

- History?
- Tasks?
- Online
The Stages Of a Test

1. Preparation.

2. Introduction.

3. The Test itself.

4. Debriefing.
Target User Groups

1. The Saudi Cultural Mission employees.

2. Saudi Students.
Usability Evaluation Techniques


3. Questionnaires.
Heuristic Evaluation (SACM-SMS Administration Backbone)

- When?
- Where?
- How?
- Ten Principles?
- Usability Problems?
- Modifications?
Cognitive Walkthrough (SACM-SMS Administration Backbone)

- When?
- Where?
- How?
- Scenarios?
- Usability Problems?
- Modifications?
Questionnaires (SACM-SMS Administration Backbone)

- When?

- Where?

- How?

- Usability Problems?

- Modifications?
Heuristic Evaluation (SACM-SMS Website)

- When?

- Where?

- How?

- Ten Principles?

- Usability Problems?

- Modifications?
Cognitive Walkthrough (SACM-SMS Website)

- When?

- Where?

- How?

- Scenarios?

- Usability Problems?

- Modifications?
Questionnaires(SACM-SMS Website)

- When?
- Where?
- How?
- Usability Problems?
- Modifications?
## Schedule

<table>
<thead>
<tr>
<th>Task</th>
<th>Expected Duration (days)</th>
<th>Actual Duration (days)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Analysing Client’s Requirements</td>
<td></td>
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<tr>
<td>1.1 Contacting the client and getting the initial</td>
<td>2</td>
<td>2</td>
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<tr>
<td>requirements</td>
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<tr>
<td>1.2 Analysing the initial requirements</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>1.3 Discussing detailed requirements and acceptance</td>
<td>5</td>
<td>4</td>
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<td>criteria with the client</td>
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<td>1.4 Selecting tools</td>
<td>6</td>
<td>5</td>
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<tr>
<td>2. Modelling</td>
<td></td>
<td></td>
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<tr>
<td>2.1 Developing domain diagram</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>2.2 Developing class diagram for each domain</td>
<td>4</td>
<td>4</td>
</tr>
<tr>
<td>3. Implementation</td>
<td></td>
<td></td>
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<tr>
<td>3.1 Establishment the Website</td>
<td>28</td>
<td>30</td>
</tr>
<tr>
<td>3.2 Heuristic Evaluation (Website + System)</td>
<td>5</td>
<td>5</td>
</tr>
<tr>
<td>3.3 Cognitive Walkthrough (Website + System)</td>
<td>5</td>
<td>7</td>
</tr>
<tr>
<td>3.4 Questionnaires (Website + System)</td>
<td>8</td>
<td>8</td>
</tr>
<tr>
<td>3.5 Modification the code</td>
<td>28</td>
<td>30</td>
</tr>
<tr>
<td>4. Testing and Debugging</td>
<td>7</td>
<td>7</td>
</tr>
<tr>
<td>5. Documentation (Writing final report)</td>
<td>21</td>
<td>18</td>
</tr>
</tbody>
</table>
Usability Attributes

1. The System/Website should be easy to learn and to use.
2. The System/Website should be easy to remember.
3. The System/Website should have a low error.
4. The System/Website should be pleasant to use.
5. Save employees/students time.
6. To reduce the cost.
Conclusion

- Summary

- Knowledge

- Thanks
Questions?