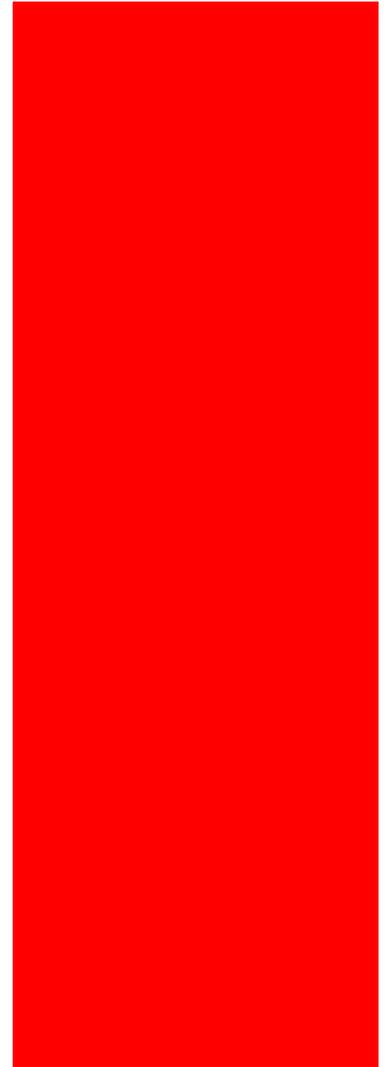


Usability and Security

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Usability

- Usability as surface gloss.
- Usability as making it so humans can use it.



Usability

- Irvine School
- 3 things to consider
 - **Usability is socially situated.**
 - We take clues from the environment on what to do.
 - Artifacts have to fit into the environment of the user.
 - **Usability is historically situated.**
 - Understandings and use evolve.
 - “Evolution of Everyday Things” by Petroski
 - **Usability is often physically located.**
 - Example: The local police and security.



Usability

- **Human Factors and Human-Computer Interaction**

- Body of findings (both cognitive and social)
 - There are invariants
 - There are also theoretical constructs to handle changing situations.
- 7 +/- 2 rule, transposition of numerals, etc.
- Ways to deal with complexity.
- Designing for failure
 - “Normal Accidents” by Perrow.