

System Usability Scale (SUS)

← my version that you will use

(System) Usability Survey (SUS)

This survey aims to measure usability and user experience of the first assignment for DEA 5210.

* Required

1. I enjoyed interacting with this prototype. *

1 2 3 4 5

Strongly Disagree Strongly Agree

2. I found this prototype unnecessarily complex. *

1 2 3 4 5

Strongly Disagree Strongly Agree

3. I thought this prototype was easy to interact with. (I knew what to do.) *

1 2 3 4 5

Strongly Disagree Strongly Agree

4. I needed more guidance from the designer to be able to use this prototype. *

1 2 3 4 5

Strongly Disagree Strongly Agree

5. I found the user experience of the prototype was well considered by the designer. *

1 2 3 4 5

Strongly Disagree Strongly Agree

6. From my experience with this prototype, I believe that designer was not sufficiently clear about designing the interaction. *

1 2 3 4 5

Strongly Disagree Strongly Agree

7. I imagine that most people would learn to interact with this prototype very quickly. *

1 2 3 4 5

Strongly Disagree Strongly Agree

8. I found the prototype very cumbersome to use. *

1 2 3 4 5

Strongly Disagree Strongly Agree

9. I felt confident that I knew how to interact with this prototype. *

1 2 3 4 5

Strongly Disagree Strongly Agree

10. I needed to learn a lot more about how to interact with the prototype before I could interact with it as intended by the designer. *

1 2 3 4 5

Strongly Disagree Strongly Agree

What's the best aspect of this prototype? *

Your answer: _____

What is one thing you would improve about this prototype. *

Your answer: _____

Please submit passwords through Google Forms.

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(this is not a UX study!)

System Usability Scale (SUS)

		0	1	2	3	4	
		Strongly Disagree				Strongly Agree	
Odd +	1.	I think that I would like to use this prototype frequently.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Even -	2.	I found this prototype unnecessarily complex.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Odd +	3.	I thought this prototype was easy to use.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Even -	4.	I think that I would need assistance to be able to use this prototype	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Most guides to scoring say to use a scale 1-5 and then subtract 1, or from 5; but it's less complicated to just use 0-4

SCORING:

- For each **even** numbered question: count score as-is (e.g., **3** is a **3**).
- For each **odd** numbered question: subtract score from 4 (e.g., **4-1=3**)
- Add up scores for all 10 questions **x 2.5** to get an **SUS score on a 100-point scale**.

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System Usability Scale (SUS)

- SIGNIFICANCE OF SCORES
 - 68 or more is considered good
 - 80.3 means someone is “likely to recommend your product to a friend”