

Usability

[Return to Glossary](#)

Usability is defined by [ISO/IEC/IEEE 25000:2014 SQuaRE -- Guide to SQuaRE](#) as the degree to which a product or system can be used by specified users to achieve specified goals with effectiveness, efficiency and satisfaction in a specified context of use. It further breaks down Usability characteristic to composed of the following sub-characteristics:

- **Appropriateness Recognizability** - Degree to which users can recognize whether a product or system is appropriate for their needs.
- **Learnability** - Degree to which a product or system can be used by specified users to achieve specified goals of learning to use the product or system with effectiveness, efficiency, freedom from risk and satisfaction in a specified context of use.
- **Operability** - Degree to which a product or system has attributes that make it easy to operate and control.
- **user_error_protection** - Degree to which a system protects users against making errors.
- **user_interface_aesthetics** - Degree to which a user interface enables pleasing and satisfying interaction for the user.
- **Accessibility** - Degree to which a product or system can be used by people with the widest range of characteristics and capabilities to achieve a specified goal in a specified context of use.

Source: <https://iso25000.com/index.php/en/iso-25000-standards/iso-25010/61-usability>

Effectiveness

[Return to Top](#)

Efficiency

[Return to Top](#)

Satisfaction

[Return to Top](#)

From:
<https://www.omgwiki.org/dido/> - **DIDO Wiki**

Permanent link:
https://www.omgwiki.org/dido/doku.php?id=dido:public:ra:xapend:xapend.a_glossary:u:usability&rev=1605658369

Last update: **2020/11/17 19:12**

