When Users Hate Help

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Research findings

- Users don't know help exists
- Users know help exists but choose not to invest time figuring out how to use it
- Users try to use it and get frustrated the first time and never return
- Users are told not to use help by supervisors

Default argument

"We just have to make the users use the help system."



Corporate position

- Help is cheap (no paper, no shipping)
- Context-sensitivity is not important
- No printing allowed

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Writer position

- Creating Help is the "in" thing to do
- I need a Help system on my resume
- I like to be seen as the Help expert
- Content and design take a back seat to using the tools



The reality is . . .

- We can't make customers do anything
- Training won't necessarily help if the rewards are negligible
- We've already trained our customers not to use help
- Customers are more interested in content than in clever screen displays

The necessity . . .

- Information needs to match the users' workflow
- Information needs are different at different points in the workflow
- Different users need different types of information to perform tasks successfully

The Workflow

Plan the Installation	Install	Configure	Monitor
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The Users



The Integrated Learning Points



The Integrated Learning Points

- ILPs describe the integration of learning with the users' workflow
- ILPs identify which users need information during the workflow
- ILPs focus on what information is needed at what point in the workflow process

The best solution

- The best information is presented when it is needed, in the context of the users' tasks
- The best information is part of the interface
- The best information is unobtrusive

The technical workflow

Planning Engineer	Field Engineer	Surveillance Engineer
Planning checklist System overview Capacity measures Test methods	Install plan Install safety Install methods	Alarm messages Alarm resolution Computer monitoring Corrective actions
Provisioning Configuration	Preventive maintenance Removal and replacement Testing	Service requests

Information solutions

Planning Engineer	Field Engineer	Surveillance Engineer
Forms	Procedures	Definitions
Tables	Flow charts	Procedures
Extended text	Tables	Flow charts
Graphics		
Flow charts	Notes	Notes
Calculators		Forms
Procedures	Graphics	
	Procedures	

- Begin from the users' point of view
 - What does the user find difficult about using the software?



Pure black and white

Prints the entire presentation in only black and white. Changes all shades of gray to either black or white.

Understand the nature of the user's tasks



New Version

- Begin from the users' point of view
 - What is the user actually trying to accomplish?

How do I begin my first project?

- Start with information design
 - What are the users' goals?
 - What tasks are needed to support those goals?
 - What information comes first?
 - What is the best way to name the topics?
 - How are topics related?
 - How do you help your users learn?
 - How do you help your users "do"?

- Start with information design
 - Is the software designed to support user tasks?
 - Should the software interface design provide the workflow structure?
 - Is another structure better, more effective?

- Redesign the user interface
 - Is help the best solution?
 - Is a better designed interface the real solution?
 - Is a custom interface the best?
 - Is a custom information set possible?
 - Should help be part of the interface?
 More words more content -- more context

Custom information

- Dynamically configured content
- Password security
- Information responsive to user actions

Technology

- Winhelp (no longer supported??)
- HTML Help (context-sensitive, compiled)
- HTML
 - Web Help
 - Java Help
- XML/XSL custom interface
- Embedded Help

Technology

- Wizard or Coach
 - Provide a special interface to direct the user through an activity
- Learning module
 - Provide information elements that allow demonstration and practice
- Performance Support System
 - Provide information that supports task performance

Justifying redesign

- Partner with customer support
- Meet the customer
- Involve customers in the redesign effort
- Develop a prototype and test
- Don't waste time and money on something that nobody wants