

## Usability Motivations Chapter 1.3

System	Cost Considerations	Performance Requirements (Speed, reliability)	Training/Learning Factors	Importance of Subjective Satisfaction	User Needs, Skill Levels
<b>Life Critical Systems: [Examples]</b> Air traffic control, nuclear reactors, police/fire, military, medical	High costs are expected	High	Lengthy. Needed to produce rapid, error-free responses, even when users under stress.	Less. Users are well-motivated professionals.	Skill obtained by frequent use of common functions and training for emergencies.
<b>Industrial and Commercial Uses: [Examples]</b>					
<b>Home/Entertainment: [Examples]</b>					
<b>Exploratory, Creative, Collaborative Interfaces: [Examples]</b>	Not mentioned. What would you predict?		Difficult to assess because of exploratory nature of these applications.	Not mentioned. What would you predict?	
<b>Sociotechnical Systems: [Examples]</b>	Often government funded.			Must generate confidence from the using public.	