

School of Health Information Science Seminar:

Cognition in the Software Development Lifecycle: A Real-World Experience



Speaker:

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The software development life cycle phases and disciplines generally consist of the logical sequence of analysis, design, development, implementation, and evaluation. To evaluate the software from the technical point of view we need to measure how usable and adaptable the software is, and how efficiently it interacts with the users, and Jakob Nielsen's 10 Usability Heuristics Principles are widely used for Interaction Design and User Interface Evaluation in the industry.

According to their definitions, all the Heuristic Principles aim to enhance users' awareness of what to do, and how to use the software efficiently and easily, which results in maximum Usability with minimum Cognitive Load. Therefore, it seems "Cognition" is the core element, and enhancing it is the main objective of all the principles.

While working on different projects of evaluation, implementation, development, design, and analysis of some national health registries in different settings, not only we focused on "Cognition" as the core element in user interaction and workflow design but also, we noticed this element affects other software development phases and disciplines. Architects, programmers, analysts, and evaluators' cognitive state is somewhat directly related to the efficiency of the outcomes, and finally to the usability, adaptability, and efficiency of the software products.

We are now testing the usability, adaptability, and efficiency of our product and would like to share our experience with you in this presentation.

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