## Usability evaluation checklist for voice interaction systems

This brief checklist is an aid to evaluating usability of voice interaction systems. It may be freely used and distributed, provided the copyright information is retained.

Navigation	Compliance					
	Always	Sometimes	Never	Notes		
Current location clearly stated at the beginning of each prompt						
There is a clear way to return to a starting point or main menu						
Categorisation of content is clear and unambiguous						
There are no more than five options in any menu						
Menu structure is simple, with no unnecessary levels						

Functionality	Compliance					
	Always	Sometimes	Never	Notes		
All functions are clearly identified						
All necessary functionality is available without leaving the system						

Control	Compliance			
	Always	Sometimes	Never	Notes
The user can interrupt at any time				
The user can access human (or other alternative) assistance				
System recognises male, female and child voices equally well				
System is tolerant of differences in accent and speech patterns				
The system supports the user's workflow				
The system is tolerant of noise				

Language		Compliance		
	Always	Sometimes	Never	Notes
The language used is simple and clear				
Jargon is avoided				
Sentences are short				
All words are enunciated clearly				
Alternative options are clearly delineated by clear pauses				
Assembled phrases are clear and sound natural				
Instructions are clearly identifiable as such				

Feedback		Compliance		
	Always	Sometimes	Never	Notes
It is always clear what is happening				
Users can receive a call-back if necessary				
All feedback is prompt; system responds quickly to user input				
Users can give feedback by leaving a message				

Consistency	Compliance				
	Always	Sometimes	Never	Notes	
Only one word or term is used to describe any item					
Menu option titles match item to which they refer					
Syntactical conventions are applied consistently					

Error prevention and correction		Compliance			
	Always	Sometimes	Never	Notes	
Errors do not occur unnecessarily					
Error messages are in plain language					
Error messages describe what action is necessary					
Error messages provide a clear exit point with no dead ends					