Cloze Test

To test the usability of text you can use the cloze test. Delete every 5th word from your text and then ask the participants to fill in the blank words. Divide the number of correct answers by the total number of removed words. Scores below 0.40 indicate poor usability, readers will likely struggle to read your text. Scores between 0.40 and 0.60 indicate that readers will have some difficulty and the text could be improved. Scores above 0.60 indicate that the text is appropriate for your audience.

Wikipedia

Human–computer interaction (commonly _____) to as HCI) researches _____) design and use of _____) technology, focused on the _____) between people (users) and ______). Researchers in the field _____ HCI both observe the _____ in which humans interact _____ computers and design technologies _____ let humans interact with _____ in novel ways. As _____ field of research, human- _____ interaction is situated at _____ intersection of computer science, _____ sciences, design, media studies, _____ several other fields of ______. The term was popularized _____ Stuart K. Card, Allen Newell, _____ Thomas P. Moran in _____ seminal 1983 book, The _____ of Human-Computer Interaction, although _____ authors first used the _____ in 1980[1] and the _____ known use was _____ 1975.[2] The term connotes that, _____ other tools with only _____ uses (such as a _____, useful for driving nails _____ not much else), a computer has many _____ and this takes place _____ an open-ended dialog _____ the user and the ______. The notion of dialog _____ human-computer interaction to _____-to-human interaction, an _____ which is crucial to _____ considerations in the field.[3][4]
Welcome

A brief overview of the School and the key areas we are involved in research, teaching and... 

Our Vision

Our vision at the School of Informatics is to... and strengthen our position as the top five world-leading centres of research and... in computation, information and... 

The School

Informatics is one of the schools in the College of Science and Engineering, at the University of Edinburgh. 

Information about how the School was formed is... in our alumni Edit, History Makers: Informatics. 

The School provides a... environment for a wide range of studies focussed on... computation in both artificial... natural systems. 

With over 450 academic... research staff and over 850... the School of Informatics... the University of Edinburgh... the largest in the... and one of the largest... in Europe. 

Excellence in research

The School of Informatics... surpassed expectations in producing... best ever assessment result... the Research Excellence Framework (REF). 

The REF assesses both... outputs (such as scientific...), and the research environment... previously considered by the... Assessment Exercise (RAE), last... in 2008. The REF also evaluates... impact of research, which... not considered by the... In addition to improving... assessment scores across the... compared to RAE 2008, the School also produced excellent impact from its research.
Welcome

A brief overview of the school and the key areas we are involved in including research, teaching and commercialisation.

Our Vision

Our vision at the School of Informatics is to retain and strengthen our position among the top five world-leading centres of research and teaching in computation, information and cognition.

The School

Informatics is one of seven schools in the College of Science and Engineering, at the University of Edinburgh.

Information about how the School was formed is available in our alumni Edit article, History Makers: Informatics.

The School provides a fertile environment for a wide range of studies focussed on understanding computation in both artificial and natural systems.

With over 450 academic and research staff and over 850 students, the School of Informatics at the University of Edinburgh is the largest in the UK and one of the largest in Europe.

Excellence in research

The School of Informatics has surpassed expectations in producing its best ever assessment result in the Research Excellence Framework (REF).

The REF assesses both research outputs (such as scientific papers) and the research environment as previously considered by the Research Assessment Exercise (RAE), last conducted in 2008. The REF also evaluates the impact of research, which was not considered by the RAE. In addition to improving its assessment scores across the board compared to RAE 2008, the School also produced excellent impact from its research.
Human–computer interaction (commonly referred to as HCI) researches the design and use of computer technology, focused on the interfaces between people (users) and computers. Researchers in the field of HCI both observe the ways in which humans interact with computers and design technologies that let humans interact with computers in novel ways. As a field of research, human-computer interaction is situated at the intersection of computer science, behavioral sciences, design, media studies, and several other fields of study. The term was popularized by Stuart K. Card, Allen Newell, and Thomas P. Moran in their seminal 1983 book, The Psychology of Human-Computer Interaction, although the authors first used the term in 1980[1] and the first known use was in 1975.[2] The term connotes that, unlike other tools with only limited uses (such as a hammer, useful for driving nails but not much else), a computer has many uses and this takes place as an open-ended dialog between the user and the computer. The notion of dialog likens human-computer interaction to human-to-human interaction, an analogy which is crucial to theoretical considerations in the field.[3][4]