

# Usability study for Plaxis 3D

## Background

Plaxis 3D is a system for creating, calculating and evaluating 3D models of soil and structures, such as tunnels, dikes and skyscraper foundations. The system consists of an input module (3D modeller), a calculation module (using the Finite Element Method), and an output module (visualisation of results). The model creation in the input module is essentially command-driven, but there is a rich, interactive GUI that generates and executes commands based on the user's manipulation of the model.

## Problem definition

The current user interface of the input module of Plaxis 3D has been heavily altered and extended during the implementation of the system. However, it has, until now, not been analysed as a whole. It is therefore very desirable to investigate whether users of the modelling system are able to interact with the system in an intuitive and effective manner.

## Project goals

This project comprises an analysis of the GUI of the input module of Plaxis 3D. This usability study will establish whether the current user interface conforms to state-of-the-art insights on user interface design. Also, the behaviour of real users of the system will be watched and analysed.

The result of the usability study will be a list of recommendations for improving the user interface of the input module of Plaxis 3D.

## How to apply

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