TEAM PROJECT:
USER TESTING

Due: Wed April 21 (section 2)
Thu April 22 (section 1)

Now that you have a working prototype, it is time to put it to the test. You will need to do an analytic test and an empirical one (with a real live subject), then develop a plan for refining prototype based on these findings. Alas, we do not have a large pool of ready testers or access to the usability test labs in McBryde, so you will have to make do with what you can arrange.

ANALYTIC TEST: Do at least one of the following: usability inspection, Neilsen's heuristic evaluation, pluralistic walk through, or GOMS analysis (without the timed user testing component). (UE 7.2)

EMPIRICAL TESTING: Get someone to do a think-aloud protocol. Come up with a set of benchmark tasks using your prototype. (If it is still relevant, the benchmark tasks might come from your use scenario.) Have the user say out loud what they are doing and why as they try to carry out the assigned tasks. (UE 7.3)

One of your team members should write down what problems the user has with your prototype, including things the user says that seem like they do not understand. When the user has completed the test (or has given up), ask them for reactions and suggestions.

DO NOT HELP OR GUIDE YOUR USER DURING THE TEST.

Test subject(s): at least one real person who has not been part of your project. You might consider a joint session with another team!

Format: 3-4 page report of test and evaluation of results. Include the following:

1. Description of tests
2. Provide written evidence of each one you conduct
3. Describe your subject (how is the person like/unlike the anticipated user?)
4. How well did "thinking-aloud" work? Do you have evidence that it got in the way of or helped the user better understand what they were doing?

5. Problems uncovered
6. Proposed solutions

Value: the report is worth 15% of the Team Project grade.

NOTE: you may come up with solutions that are not workable in the time remaining this semester. Report them anyway. We do expect further refinements to your project before the final presentation during the last 3 class meetings, regardless.

Also, keeping all the notes, sketches, presentations, feedback your team received, and even previous versions will help you with your final presentation and report.