

Usability Testing

Testing Goals

1. Gain insights from potential users
2. See if users' expectations are met
3. Check that users can perform any of the proposed tasks
4. Find out if the design is on track
5. Get users' feedback

Scenario

- Know how this developer would fit in with our company's culture, based on their experience and social media activity.

Task

- Click "Skills" on top navigation to view skills page
- Click "CV" to view detailed information on a separate page
- Click any of the "Social Media" links on the footer, to take user to external websites

Scenario

- View the projects

Task

- Click "Projects" link on the top navigation to view projects

Scenario

- Easily contact this developer

Task

- Click "Contact" link on the top navigation or footer link to take user to the contact form, which can be completed and submitted (currently not in use as not interactive).