Usability Test Outline

Usability testing focuses on measuring a human-made product's capacity to meet its intended purpose. Our Usability Testing at each stage of the project will consist of groups of 4 to 5 people (one of which is Professor Chris Raley). At each stage of testing we will use at least one of the following test to test the usability of our project: hallway testing, opinion poll, observe only, think aloud, and cooperation.

Hallway Testing is a technique used in a user centered interaction design to evaluate a product by testing on user who are not familiar with the project. The test gets its name from stopping people in the hallway and asking if they would test your project. If they say yes, then you walk them through predetermined steps with a script and logging the reactions of the user.

Opinion poll is a technique of getting a response about a product by asking users to complete a questionnaire on the project. For all our questions we will you a Likert scale: strongly disagree, disagree, neutral, agree, strongly agree. This will allow us to know what our users like, dislike, or are unsure of about our product. Hard to perform during testing development will use in later stages of development.

Observe Only, is a less interactive way to get the usability of your product. By allowing the user to have free rain on your project, while you sit back and observe them, allows you to note what problems they run into and what things they can perform easily.

Think Aloud is a more interactive way to get the usability of your product. It's similar to observe only, but this time around the user actually explain out loud what they are doing. This lets us know his or her thought process and allows us to better examine and know what parts are catching the user and why it is. This test also allows use to direct the user and question why they did certain things.

Cooperation is a more interactive way to compare and see how users think alike. By having two user complete tasks during testing instead of one. We get a more general broad idea of how different people are interpreting what to do to complete a task given to them.

Usability testing focuses on measures the usability, or ease of use, of a specific object or set of objects, whereas general human computer interaction studies attempt to formulate universal principles. During all usability testing we will be logging data of how the user is completing a task, what is aggravating them, what they do well, and after ask them about their experience.