Usability Testing for Technical Writers

dimiter simov

agenda

1. about usability and usability testing

2. tips for better testing experience and results

3. examples from testing documentation with users

usable

that can be used

convenient or easy to use

usability

a quality of a thing that shows how fit, convenient, or easy to learn and use that thing is

for particular people in a particular context for a particular task

usability testing

a way to evaluate, with the help of users, how usable the thing is

types of usability testing

- formative
- exploratory
- A/B
- remote
- 5-seconds
- walkthrough
- card-sorting

essence = users

TIPS

tip 1: solve opinion wars with tests





tip 2:

what they say is not what they do

"I know how to do it, others would not"

tell them, they were chosen for their qualifications, you want to see them using the product

"I want images in the documentation"

in fact, they need better documentation; more likely a more usable product

tip 3:

ask someone else to test your baby

you are biased - familiarity breeds content

tip 4:

look for patterns

base conclusions on behavior



observed in several users



not just one user

tip 5:

focus on red-route tasks



basic and critical tasks first In Outlook: reply to an email or send email



new, fun, vanity stuff – if time and resources permit

In Outlook: set stationary or signature

tip 6:

give scenarios and goals



we do not want to give tasks to users

Use the tutorial to learn how to make a birthday-wish video...



we'd rather tell a story

Your niece has a birthday. Her mother told you she would enjoy a birthday video very much. You want to give it a try.

tip 7:

select representative participants



no point testing:

- IDE with students of English studies
- online banking with yuppies and skipping house wives
- phones for grandmas with their grandchildren



define user groups/personas/profiles include experienced and novices

tip 8:

start with proper introduction



do not scare them; avoid words such as "test";

"we are not testing you but the product" is scary



use a script

- tell them what will happen;
- give them a few minutes to play around;
- start with an easy first task

tip 9: leave them on their own

don't help
(unless necessary)

watch your tongue and body language

tip 10:

learn what they think participants often need reassurance and ask questions



if we answer directly: we don't learn much



we'd rather answer with a question "What makes you think this is ...?" "How do you think...?"



1: Testing a tutorial

EXAMPLES



2: Testing a product use case



3: Card sorting for new IA

example 1: Testing a tutorial

We explicitly tested a piece of documentation



ex1: Goals

- 1. Discover how they find info on a scenario
- 2. Observe users as they use a tutorial <u>Build a</u> <u>Business Application Using Node.js</u>
- 3. Check how experience matters for:
 - Novices no or little experience with product
 - Builders no scenario experience but other experience with the product
 - Extenders masters of the scenario

ex1: Flow

Let them explore
 We watched where and what they searched and
 what they tried

2. Give them the tutorial after that

ex1: Some points of interest

- 1. Search
- 2. Terminology
- 3. Follow the tutorial
- 4. Enough info
- 5. Skip steps
- 6. Navigate

ex1: Findings: search

7 sources of info
 (no, they do not start at the documentation)

• 41 different expressions

Fine	Securit string
group's	teg (level profile in Belalane
kedia	and the business card carry beautiful durantes received received
\$100m	to magerial.
google.	tap (but prefore create buliness perform
prope	Of integration critisins
group's	(F Term (food to self-eine
groups.	sit hard that fraction
groups.	prefere emergen
profes	Name of Survey James
pulps .	(ME) MOST TO COMMUNICATION OF THE PROPERTY AND THE PERTY A
propie	the military
graph	say that platford products
google	ray situal partiers enagration and
graph	cap add-diobal compose going's airb original it.
progra	page trace to fair definitions
graphs .	the final platform
giright	tap Doof platfort fatabase storage
\$100pt	creating a well application of say cloud platform
progra	top the extent
groups	test cloud platform
Net 146 - 144	to the staff development from a
New year com-	chart parties consulted.
NEW YORK CASE	ag horse soffice
National Confession	Seed garlion response

Pack of Sported for appropriate and appropriate

Feet	South string					
Acadepart og sen	erbaruton Surbary (Phina times)					
Severage Code Core	(Const.) (A					
Emily large	prigrations					
prod.	re here					
google	leg cloud plefform actions on terrality facility					
google .	Drud platform extension samples					

groups	TAS MUTURAL				
groups	HO INCHITATION				
google.	to have integration with Emergen Nations				
groups	189 Provid Tournelly Brights Jame 808				
groups.	tap need plaffers advances applications				
google .	say cloud platform as autonosm scanams.				
NO. 165 1975	Direction				
New year com-	arterior fertire				
NAME AND DOMESTICS	svienciny .				

ex1: Findings: follow tutorial

- Much harder for inexperienced users
- Difficult for confident users often skip steps
- A number of points for improvement
- Success rate

Novices	Builders	Extenders
0.5 of 3	2.5 of 6	4 of 4

ex1: Findings: skip steps

Going through the tutorial was 'bumpy'; they skipped texts, phrases, entire sections

Interaction pattern:

- scroll up and down many times
- get to a step, scroll down to scan the whole step
- scroll back up, and start following the instructions

Reasons: formatting and use of screen real estate

ex1: Findings: navigate

All ended with many tabs and windows

Some did not remember or understand how they got from one page to another

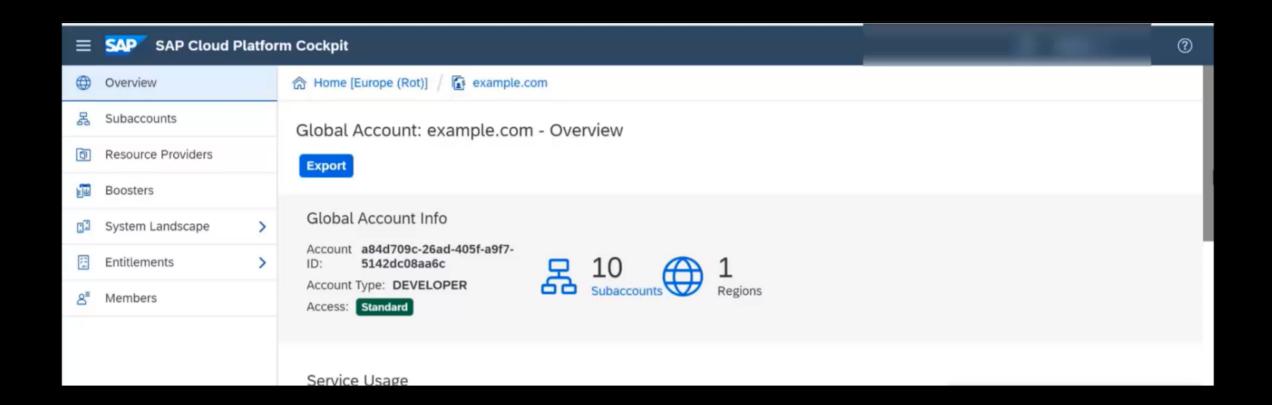
All tried to use multiple tabs consciously: right-click to open in a new tabs; but it did not always work

example 2: Testing a product use case

We tested a specific scenario with the product and observed how and whether participants used the documentation



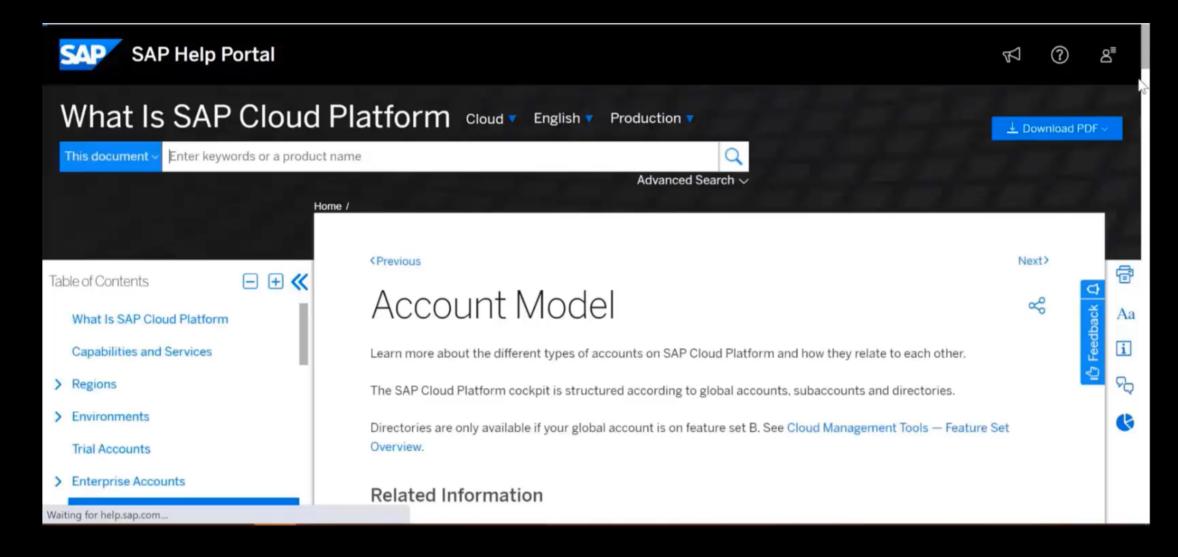
ex2: clip 1 - Find the help



ex2: clip 1 findings

- The contextual help
 - is easy to find
 - did not help
 - has no link to the documentation
 - has no link to dive deeper on accounts
- The user needs to open the documentation

ex2: clip 2 - Create new item

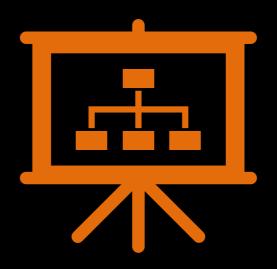


ex2: clip 2 findings

- The concept info is OK (user scanned the topic)
- No adequate link to creating subaccounts (user scrolled up and down hunting for a link)
- Search does not return an adequate topic on creating subaccounts (user searched explicitly)
- Speed matters (user did not wait page to load)

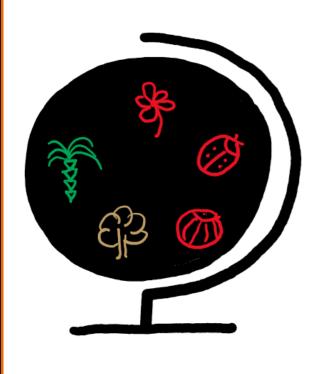
example 3: Card sorting for new IA

We restructured the documentation based on how users order the information

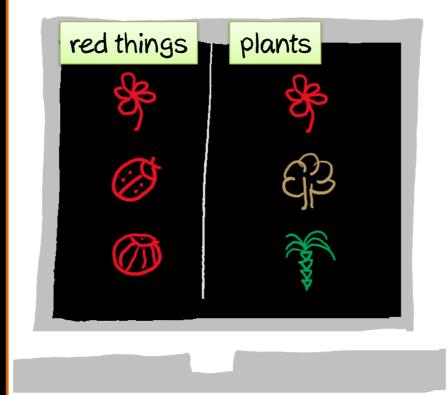


ex3: About card sorting

collect
 objects/concepts/tasks



2. give to users to arrange in groups and add labels



3. combine into a unified model and build structure

- plants
 - flowers
- red things
 - flowers
- ..

ex3: Results

Period	Dec-13	Apr-14	Jul-14	Aug-14	Dec-14	Apr-15	Jun-15	Mar-17
Visits	21 100	13 700	26 800	21 500	34 900	52 000	48 900	136 000
Users	11 400	6 700	6 400	10 000	18 600	27 100	25 800	67 300
Pages per visit	19.9	12.4	6.12	5.8	4.6	4.3	4.5	3.42
Bounce rate	2%	19%	33%	30%	39%	40%	39%	48%
Avg visit duration	05:39	06:41	06:18	06:51	05:39	05:33	05:42	04:50
Avg time on page		00:35	01:14		01:34	01:40	01:38	

ex3: Results

Users Visits Bounce rate Pages per visit Avg time on page Avg visit duration

In summary

- 1. work with users to solve opinion wars
- 2. what users say is not what they do, so watch
- 3. test early and often
- 4. look for patterns, then draw conclusions
- 5. red-route tasks first
- 6. give scenarios and goals; not instructions
- 7. select representative participants
- 8. start with proper introduction
- 9. leave them on their own
- 10. learn what they think

YOUR TURN NOW