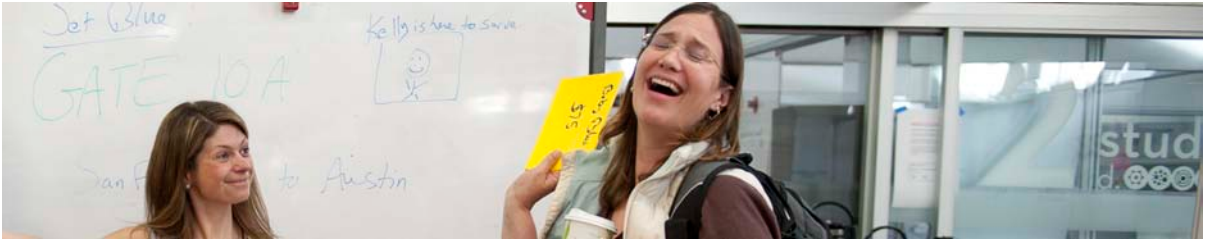


# METHOD

## TESTING WITH USERS



### WHY test with users

Testing with users is a fundamental part of a human-centered design approach. You test with users to refine your solution and also to refine your understanding of the people for whom you are designing. When you test prototypes you should consider both their feedback on your solution and use the opportunity to gain more empathy. You are back in a learning and empathy mode when you engage users with a prototype.

### HOW to test with users

There are multiple aspects to be aware of when you test with users. One is your **prototype**, two is the **context and scenario** in which you are testing, three is **how you interact** with the user during testing and four is how you **observe and capture** the feedback.

In regard to the first two aspects, you need to test a prototype in a context that give you the best chance for meaningful feedback; think about how the prototype and the testing scenario interact. If the prototype is a scenario, think about how to find the proper people (i.e. users relevant to your point-of-view) and get them in the right mindset so that you get genuine feedback.

#### Roles

During the testing itself, use intentional team roles, as you would with empathy work:

**Host:** You help transition the user from reality to your prototype situation and give them the basic context they need to understand the scenario (don't over-explain it, let the user discover through the experience). As the host, you will also likely be the lead questioner when the time comes.

**Players:** You often need to play certain roles in the scenario to create the prototype experience.

**Observers:** It is very important to have team members who are solely observers, watching the user experience the prototype. If you don't have enough people to run the prototype and observe, videotape the testing.

#### Procedure

Use a deliberate procedure when you test.

**1. Let your user experience the prototype.** Show don't tell. Put your prototype in the user's hands (or your user in the prototype) and give just the minimum context so they understand what to do. Don't explain your thinking or reasoning for your prototype.

**2. Have them talk through their experience.** For example, when appropriate, as the host, ask "Tell me what you are thinking as you are doing this."

**3. Actively observe.** Watch how they use (and misuse!) what you have given them. Don't immediately "correct" what your user tester is doing.

**4. Follow up with questions.** This is important; often this is the most valuable part of testing. "Show me why this would [not] work for you." "Can you tell me more about how this made you feel?" "Why?" Answer questions with questions (i.e. "well, what do you think that button does").