# Usability Test Plan

## Objectives

Describe the objectives of this usability study.

By now, you should have a good idea where problematic areas in your design (e.g., gnarly problem). These difficult areas can be things like complex interactions (e.g., multiple steps that may get confusing), navigation design (e.g., alternatives to get around the content), layout or visual representations (e.g., vertical or horizontal navigation bars, icons). You have walked through at least one or two paper prototypes representing the core functionality of your thesis project. Use this to generate your test objectives.

Here is an example:

1. Validate the local **navigation structure** in the context of the main AAU website.

2. Validate the **prioritization of information** on the main AAU website

3. **Compare two approaches** to presenting academic majors and course breakdowns within each department.

## Target Audience for this Test:

The target audience includes visitors of the Academy of Art University school website. For this test, prototype test scenarios will focus on the following persona:

**Personas**

|  |  |  |
| --- | --- | --- |
| ::::Desktop:Screen shot 2011-04-30 at 9.00.02 PM.png | ::::Desktop:Screen shot 2011-04-30 at 9.00.15 PM.png | ::::Desktop:Screen shot 2011-04-30 at 8.59.14 PM.png |
| **High school Student** | **Onsite Student** | **Online Student** |
| Seeking colleges, artistic talent and desire to be an artist / designer | Seeking to attend a college in an interesting geographic location | Working part-time and needs the flexibility to work remotely |

*\*Note that you may have more than this example. Refer back to the personas you generated for your project.*

## Use cases

1. User navigates to a department site from the main AAU site.

2. User wants to apply to the school but as an online student.

3. User wants to know what student life is like on campus

\*Note that you will have more than this example (5 + first time user = 6)

## Task Flows Plan

Update the task flows and place in this plan document. This is the storyboard sequence of “views” the user would interact with/see to complete the task. (Note that this is high level, only showing the views as boxes, not layouts).

## Completed Task Templates

Update your task templates that you completed last modules and ensure that all of the information is correct before running the test.

## Macintosh HD:Users:kathleenwatson:Dropbox:Screenshots:Screenshot 2015-07-07 23.06.59.png

## Prepare Pre and Post Test Questions

Identify the questions you wish to ask your user before they start the test. This typically includes questions that ask the user questions about who they are, their experience or any other factor that is important to testing the validity of the design (e.g., computer experience, favorite applications, interest in gardening). This is often information best captured in a questionnaire.

You want to capture as much as possible from your test participant after the test. In the “post-test” phase you can interview them and/or have the fill out a questionnaire about their experience. You can ask questions about ease of use, engagement, difficulties, missing features, hardest – easiest tasks, etc.

|  |
| --- |
| Example of Pretest Questionnaire |
| Screen shot 2011-05-01 at 10.07.06 AM.png |

|  |
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| Example of Post Test Questionnaire |
| Screen shot 2011-05-01 at 10.05.23 AM.png |

## Testing Date and Location

Clearly state when and where the testing will be held. Here’s an example:

Testing will take place at the General Assembly, 5th Floor, 225 Bush St, San Francisco, CA 94104. Testing sessions will be run on Wednesday (7/11) & Thursday (7/12), from 8:30am to 2:00pm.

Test participants will be students recruited from Mover UXDi & WDi Summer cohorts.