Group 7: The Fab Five

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Project Name: Youth Education Initiative

Will you create an interactive prototype before you begin coding (e.g. using Figma), or will you work from static wireframes?

- We will be working from static, high fidelity wireframes in Figma.

What are the acceptance tests that your team will perform before beginning user testing?

- We will be making specific tests with criteria that determines whether the tests passes or fails
  - We will test if the hyperlinks on our site work when students try to navigate to educational games
    - Pass: Hyperlink correctly directs student to external link for educational game
    - Fail: Hyperlink either crashes or directs to wrong site
  - We will test if the user can switch from English to Spanish and vice versa
    - Pass: Languages correctly translate what the user is looking at
    - Fail: Languages incorrectly translates (conveys wrong meaning and creates confusing user flow) or the site crashes
  - We will test if the separate parent and student views properly display the correct information
    - Pass: Both student and parent views work correctly and views show the proper information.
    - Fail: Wrongly redirects or does not work at all and shows wrong information.

How will you conduct user testing?

- Ask users to do specific tasks when navigating through our solution to be able to visualize any possible bugs we can fix and to identify features that work for our stakeholders.
- In person: have the user on the laptop and take notes of how they respond to tasks/navigate the solution
- Remote: over zoom, have the user share their screen. Tell them tasks and watch what they do.

How will you decide which bugs to fix first?

- Once bugs are identified, prioritize them from most important to least important in terms of core functionality, such as parent vs student view, displaying content and directing users to correct links, and switching between languages.
  - Identify how difficult each will be to fix/how long it will take (severity)
    - High importance and high severity will be the biggest priority, then high importance and low severity

- ○ Maybe fix really easy bugs if they are apparent to users (design related issues, language/grammar mistakes, etc.)
  - ■ Low importance (in terms of functionality) and low severity, then low importance and higher severity

How will you re-test the solution after the bug fixes have been completed?

- We will conduct additional rounds of user testing with the same users that initially identified the bugs. This will ensure that the bugs they found are successfully fixed and that they are having a better user experience.

User testing script:

1. Select the view that applies to you (student or parent)
   a. Student:
      i. Select the school subject you are interested in exploring
      ii. Select educational games
      iii. Click the link for one of the games
   b. Parent:
      i. Select tutoring services
      ii. Select the subject your student is seeking tutoring for
      iii. Browse the tutoring options
      iv. Click the link to one of the tutoring sites
2. Switch the language from English to Spanish
      i. Click on language selection on Nav Bar
      ii. Switch language
      iii. Browse for comprehension of translated content
3. Explore FAQ/Chatbot
      i. Select the FAQ
      ii. Ask questions about the educational topic
      iii. Click on automated questions to view answers