Program usability testing – a report (a maximum of two pages) on the evaluation of the program using one of the usability methods (such as heuristic analysis, usability tests and cognitive walkthroughs)

**Usability Testing**

This is a technique that is used in user centred interaction design, one of the reasons it is used in this is to evaluate the product and it does this by testing it on the users. One of the reasons this is a very valuable testing tool because it gives you different types of opinions from different types of people, the more people you test it on the more opinions you will get. It also will show you now different types of people would use the interface. It allows them to understand the real situations of the project/program.

One way we could use this in our own project is by different people use it and then let them write a review of what they feel about, we would get peoples truthful opinions and would then find out ways we could improve our project so it attracts to the user.

One way we could implement this into our project is by asking the user certain questions and when they answer them questions we can write down there answers, after asking a few people questions the answers that pop up numerous times we will try and fix these problems.

Here is an example of some questions we would ask to the users –

Question one-

How did you feel with the general performance of the program?

Question two-

Did you like the theme we tried to follow?

Question Three-

Does it standout to you?

Question Four-

How could we make it better for the user?

Question Five-

What would you rate the whole program/project out of 10?

Question six?

How could we improve it so that it makes the experience better?

After the users have answered these questions we will have a better understanding of our project and how to improve it.

**Cognitive walkthroughs**

With this we would explain all our functions of our program to the user so they have some sort of an understanding of the project before they start using it. This is very good because instead of the user using for the first time confused they will now have an understanding before they use it.