Testing

What tests will you develop for your project?
How will your test your project?
How will you know when you have succeeded?
Testing is not something that you should leave until the very end; often it is far more useful to have a quick and dirty "mock-up" of a project and then do some (limited) testing, to find out whether you are building the right product.
If your project involves user testing, your plan should:
(1) describe how you will find the test users,
(2) approximately the number of people you will need,
(3) what background (if any) is required.
At least one paragraph is expected here.

For this project, we aim to conduct at least two tests and two interviews to determine the functionality and development of our website. We will be working with a focus group of 15-20 elderly seniors (from the age 55 years old & above) who struggle and lack the skills to connect with friends and family when communicating through the use of technology. We aim to exclusively conduct our testing with people who are based in Australia. Ideally, we hope to find these test users from senior centers who would like to volunteer their time and possibly ask relatives if they would kindly like to be apart of our assessment.

Firstly, we will be conducting an informal interview with each of our test users to be explore their needs, what they struggle with and what they would like to see coming from our project. This will occur before we begin the development stages of our website as we would like to gain an insight as to what people find difficult when using a smart device. Having a brief clarification with our targeted audience will help guide us in a direction that will benefit both us and our intended users.

As we gather more information and ideas to start developing our project, we will then begin to create mock-ups of our websites through rough storyboard sketches of what it could look like. This may be done manually on paper or could possibly be made by using a digital application. The purpose for making these illustrations prototypes are to conduct a formative assessment with our test users. This will help us regulate how people will interact with the website, and allow us take note of what catches their attention, what they like or dislike about design/features and help narrow our options as to what we should include or remove to make our project better.

During the latter half of the development phase, we will be conducting a final summative usability test with an actual working prototype of our website. We will have our test users attempt to complete tasks and have them explore the web page, which will allow us to discover if the functionality of our website is easy to understand and navigate, or if it fails to reach its expectations. This assessment will help determine the success rate of our project and provide us with a 'version' that we can improve upon and that we can compare against in our final stages of development.

Finally, we will be conducting a formal interview with each of our test users. We will be asking them specific questions about our website (after having them test it) and any further comments

or queries that they may have so that we could work around it and see what more we can do to create the best possible project on the market.

We will be able to determine the success rate of our project from the many results, feedback and suggestions we will receive after each tests and interview.