

Usability RNF:

Requirement specification	RNF-009
Requirement Name	Efficient navigation
Description of the requirement	The system must guarantee efficient navigation, allowing users to quickly find the relevant information they are looking for on the web page.

Test Planning

Participants:

Number of participants: In general, it is suggested to have at least 5 to 15 participants to obtain significant results in usability tests. These numbers are based on the idea that with a sample size of around 5 participants, approximately 85% of usability problems can be discovered, and with around 15 participants, around 95% of problems can be detected. .

Recruitment of participants: Participants must be teachers of different ages, both young and over 50, of any age but who are teachers who work with children with ADHD.

Expected skills and knowledge: Participants should be familiar with technology and at least know how to use a mobile phone and a web browser. Likewise, these participants should know that ADHD exists and that students can have this condition.

Tasks:

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1. Web Page Login: Asks the participant to log in to the web page using a provided username and password.
2. Search for general information on ADHD: Ask the participant to perform a search for general information on attention deficit hyperactivity disorder (ADHD). It could be information about the characteristics of ADHD, coping strategies in the classroom, or links to reliable resources on the subject.
3. Find Recommended Educational Activities: Ask the participant to find specific educational activities that are effective for children with ADHD. He should look for activities that help improve attention, concentration, organization or social skills of children with ADHD.
4. Create a student profile with information such as name, age, grade level, ADHD diagnosis, and any other relevant information.
5. Register an activity carried out by the student in the application, including the date, the description of the activity and its level of difficulty.

Test Scenarios

The first task is for teachers to try to find information related to ADHD through the different sections offered by the page. After this task, they are asked to find a specific activity to improve attention skills in children with ADHD. They must search and navigate the structure of the web page to find the activity in the shortest possible time and with the fewest clicks necessary. During the test, the time spent and the number of clicks made by each participant are recorded. Additionally, participants are encouraged to express their thoughts and comments aloud while performing assigned tasks. At the end of the trial, participants complete a questionnaire to rate their experience and provide additional feedback on the ease of use and search efficiency of the web page. The usability testing team analyzes the collected data to identify behavior patterns and areas for improvement in the interface and usability of the website. These results are used to optimize search efficiency, ensuring that primary school teachers can quickly and easily find relevant information and activities for working with children with ADHD.

Times:

- Task 1: Find information about the characteristics of ADHD in the resources section of the website.
Recommended time: Between 1 and 3 minutes.
Target number of clicks: Ideally, you should aim to complete the task in less than 3-4 clicks.
- Task 2: Find a specific activity to improve attention skills in children with ADHD using the search function and browsing the structure of the web page.
Recommended time: Between 2 and 4 minutes.
Target number of clicks: It is suggested to seek to complete the task in less than 6 or 7 clicks.
- Task 3: Create a student profile with information such as name, age, grade level, ADHD diagnosis, and any other relevant information.
Recommended time: Between 2 and 4 minutes.
Target number of clicks: Ideally, you want to complete this task in less than 4-5 clicks.
- Task 4: Record an activity carried out by the student in the application.
Recommended time: Between 1 and 3 minutes.
Target number of clicks: It is suggested to complete this task in less than 3-4 clicks.

Instruments, Tools and Materials:

- Computers with Internet access.
- Test web page: The test version of the web page you are evaluating must be prepared.
- Informed consent sheets: These sheets must include information about the purpose of the test, the procedures, the confidentiality of the data and the rights of the participant.
- Evaluation questionnaires: These questionnaires should evaluate the experience of the participants, their satisfaction with the interface and its ease of use.
- Stopwatch or time measurement tool: To record the time participants spend on each task.

- Screen and audio recording tool: To capture the participants' interactions with the web page and their verbal comments during the test. This will allow you to review and analyze the sessions later.
- Quiet and comfortable space.
- Paper and pens: For participants to take notes or make notes during the test, if they wish.

Usability Metrics

1. *Task completion time:*

Metric: Average time participants take to complete each task.

Usability levels:

Excellent: Less than 50% of the estimated average time.

Good: Between 50% and 75% of the estimated average time.

Acceptable: Between 75% and 100% of the estimated average time.

Poor: More than 100% of the estimated average time.

2. *Number of clicks:*

Metric: Number of clicks participants make to complete each task.

Usability levels:

Excellent: Less than 50% of the expected number of clicks.

Good: Between 50% and 75% of the expected number of clicks.

Acceptable: Between 75% and 100% of the expected number of clicks.

Poor: More than 100% of the expected number of clicks.

3. *Search precision:*

Metric: Percentage of participants who find the correct information or activity in each task.

Usability levels:

Excellent: 90% or more of the participants found the correct information or activity.

Good: Between 75% and 90% of the participants find the correct information or activity.

Acceptable: Between 50% and 75% of the participants find the correct information or activity.

Poor: Less than 50% of the participants find the correct information or activity.

4. *User satisfaction:*

Metric: Participants' subjective evaluation of their overall satisfaction with the interface and ease of use.

Usability levels:

Excellent: Average satisfaction score of 4.5 or higher on a scale of 1 to 5.

Good: Average satisfaction score of 4 to 4.4 on a scale of 1 to 5.

Acceptable: Average satisfaction score of 3 to 3.9 on a scale of 1 to 5.

Poor: Average satisfaction score of less than 3 on a scale of 1 to 5.