# Introduction

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# Usability Goals and Design Principles

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# Testing Methodology

For gathering users

For user testing I used remote talk aloud testing over Discord that I recorded with OBS after getting the user’s consent. I first ran the users through what the app was and what it would be used for, then I explained that we would be doing talk aloud testing and what that entailed. After this I ran the users through the test tasks, these test tasks were:

T1: Bob Roberts has been accidently added to the class instead of Robert Bobs, remove Bob and add Robert instead.

T2: Bob Roberts is bragging about getting an A in week 3, find his grade to see if he deserves to brag or not.

T3: All the tutors are having a bet on which tutorial got the best average mark in week 4, find your average for that week to see if you should bother to participate.

T4: Week four has been configured incorrectly, change it to use a score instead of a grade.

T5: You've just finished the week 4 tutorial, give Bob Roberts his grade of a B.

These test tasks were to check if the app meet the following success requirements:

R1: Remove a student.

R2: Add a student.

R3: Add a grade to a student.

R4: Students have an ID and name.

R5: Summary of marks each week.

R6: Summary of marks for each student

These requirements and test lead to the following tasks matrix:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Requirements | | | | | | | |
| Tasks |  | R1 | R2 | R3 | R4 | R5 | R6 |
| T1 | x | x |  | x |  |  |
| T2 |  |  |  |  |  | x |
| T3 |  |  |  |  | x |  |
| T4 |  |  |  |  |  |  |
| T5 |  |  | x |  |  |  |

To round things off I ask each user if they had any final thoughts.

# Testing Results and Discussion

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# Conclusion

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# References

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# Appendices