

Usability Testing			
<i>List 3 goals and tasks PRIOR to testing. When testing, verbally ask the participant to perform each task, without giving away the answer. Note what the participant does (and what they struggle with) for each participant.</i>			
Goal (What You Want to Test and Why)	Task (Scenario You'll Verbally Ask the Participant to Do, without giving away answer)	Participant 1 Results	Participant 1 Device Type + Operating System
Goal 1: Accessibility to Social Media Sites	Task 1: You are curious about Quarter-Up's social media presence. How can you find a link to there quickly?	To be filled in after testing - what did you observe?	The participant successfully completed the task quickly without issue.
Goal 2: Accessibility to Menu	Task 2: You are hungry and want to know want to find what kind of hotdogs are on the menu. Where is this?	To be filled in after testing - what did you observe?	The participant successfully completed the task quickly without issue.
Goal 3: Accessibility to Games	Task 3: You are curious about the whether or not Quarter-up has pinball machines. Where should you click?	To be filled in after testing - what did you observe?	The participant successfully completed the task quickly without issue.
Usability Recommendations			
<i>Actionable changes and fixes you'll make based on the results/findings above (to be filled in after testing). Write in complete sentences.</i>			
Recommendation #1: Complete the Events page.			
Recommendation #2: Reorganize the Games page images for desktop view.			
Recommendation #3: More spacing between menu items.			
Recommendation #4: Improve readability on the games page.			