

The five second test: an easy usability testing method.

When I was searching for my idea for the practical class that my team will do, I found a lot of interesting things to work with, but the five second test was actually the one that had my attention. Because of its simplicity or the useful that it could be.

The five second test is about: The user or tester see the web page/app for about 5 seconds. He collect some information with questions for the users. All that information is interpreted as ***“what information users take away and what impression they get within the first five seconds of viewing a design?”***.

The question are like: “what is the purpose of the page?, what are the main elements you can recall?, who do you think the intended audience is?”.

The reason behind “only five seconds” is: five seconds are actually enough for a good designer to implement the idea to the audience.

For me this was actually a very good idea, the problem is that all the apps are not free and I do have the approved by the teacher, so I will keep working.