

# **Module 4**

## **UX Design Process: Iterate/ Improve and Deliver**

## 4.1

- Understanding the Usability Test
- Findings
- Applying the Usability Test
- Feedback in improving the design.

## 4.2

- Communication with implementation team.
- UX Deliverables to be given to implementation team

# Understanding the Usability Test

- Usability testing is the comprehensive approach Evaluating a product's usability by observing real users as they interact with it.
  1. Uncover problems in the design.
  2. Discover opportunities to improve the design
  3. Learn about user's behavior and preferences

# Applying the Usability Test

- Planning the Usability Test
- Designing the Test
- Recruiting Participants
- Conducting the Usability Test
- Analysing the Results
- Reporting Findings
- Implementing Design Changes
- Continuous Testing and Iteration

# Feedback in improving the design

## **-Response Time**

The optimum response time is dependent upon the task.

Dissatisfaction with response time is a function of one's uncertainty about delay

People will change work habits to conform to response time

Very fast or slow response times can lead to symptoms of stress

## **-Web Page Download Times**

### **Page Downloading**

Maximum downloading time should be about 10 seconds.

Use incremental or progressive image presentation.

images should be Small, Lean

- **Blinking for Attention**

Attention

Auditory signal

Message display

- **Use of Sound**

Use no more than six different tones

Use tones consistently.

Allow the user to adjust the volume or turn the sound off altogether

- Communication with implementation team.
- UX Deliverables to be given to implementation team

# Communication with implementation team.

- Establishing a Shared Understanding
- Design Handoff: Transitioning from Design to Development
- Regular Check-ins and Feedback Loops
- Prototyping and User Testing
- Handling Technical Constraints
- Quality Assurance Testing and Final Adjustments
- Post-Launch Collaboration



# **UX Deliverables to be given to implementation Team**

- User Flows and Task Flows
- Wireframes
- Interactive Prototypes
- Design Specifications
- Design System or Style Guide
- Functional Specifications