# Usability Test Template

1. **Create a document with the following areas. You will use your document during the usability test next week.**
2. **Goal of the site:**

Explain the goal of your site in 2-3 sentences.

For the goal, since my lack of knowledge on JavaScript and CSS, I cannot build my design in how fancy way. But also, for my person style, I prefer everything in simplify, so my goal, of course I had matched the basic requirement. And try to let everything in conspicuous.

# User testing detail:

Name, phone, age, employment, special interests, and any other items you are interested in.

<Name>

<Age>

<career>

<Special color in preference>

<Style (like simplify/ stately/ old school>

# Pre-test questions:

Create three questions to ask your tester prior to the test. These questions should be aimed to gather information regarding your test as a potential user of the site.

< Does the site look crude>

< Is the website readable>

< Is the information too little>

# Test tasks and schedule

* + Write a series of steps for the user to follow in using your site. At a minimum the user should be able to navigate the site, check out the specials and subscribe to the newsletter.

(Slide the roller down, click the newsletter, type in info, submit)

* + Attempt to gain information regarding how the user feels about the site.
  + Use the “Talk Aloud” method of gaining user feedback.

# Post-test debrief:

Come up with 3 questions to ask the user regarding their input about the site

< Does the site of the info look messy>

< Does the site look crude>

# Usability Scale

Use these items to rate your test’s feeling about the site. You may use the items as questions in the post-test debrief.

* **Learnability**: How easy is it for users to accomplish basic tasks the first time they encounter the design?

Easy, because there is not so much for the user can click.

* **Efficiency**: Once users have learned the design, how quickly can they perform tasks?

I think there is nothing website that is more simplify than mine

* **Memorability**: When users return to the design after a period of not using it, how easily can they reestablish proficiency?

Same as above

* **Errors**: How many errors do users make, how severe are these errors, and how easily can they recover from the errors?

None

* **Satisfaction**: How pleasant is it to use the design?

(4/10)