**Discussion**

**What was the most interesting thing found from testing**

-To have operating experience, but more important is the overall page design and beautiful, web basic operation for rich experience (the students) is a piece of cake, so they don't spend too much time on page jump, however sometimes confused about some word not fluent expression and some more details of the design. — Yan Zichu

-What I found that was most interesting was that we received a lot more feedback and information when our testers answered the post-task and post-test questionnaires than what we found during the task testing. What I’ve also learned is that when participants are being too quick in completing a task they might not necessarily find quirks, positives and negatives to your interface. As the test facilitator, I’ve recognised that participants that are more focused on completing that task generally give less helpful feedback and participants that think about how the task functions and how different aspects could be improved find more problems and generate more suggestions. — Nyle Ongi

-During the test, I found that the testers liked the design with less operation, but some key tips are also essential. These tips can provide some important information. The design should be concise, but don’t be short of important information. I observed that the same task, someone can successfully complete, but someone will encounter problems, but most of the problems will be found by more than one testers. Many designs that we think are more reasonable in design, or designs to increase the aesthetics of the page, cause some trouble to the testers. For example, in the Course main menu, the three buttons in the center of the page are eye-catching, but for the sake of beauty, no additional hints or explanations are added for each function. Many testers will be troubled when they complete the task of creating new questions, and they cannot quickly find where create a new question, some testers can not even complete the task successfully. —Weijia Deng

**What was the most significant result**

-I think the most important thing is that when we make UI, We can 't just focus on beauty and practicality. Sometimes some keyword expressions are better than creative designs made with great effort. As the design lead, after the test, I was the most intuitive feelings, there are a lot of design is to avoid the mistakes, but don't pass the test, it is difficult to find Therefore, the testing stage is the most important stage before a software website is used. — Yan Zichu

-The most significant result was the creation of question tasks for both mobile and web interfaces. Since during testing it was the task that participants encountered the most errors and had the highest average time on task in comparison to all the other tasks. Although the creation of a question task generates the most significant result, I would deem the post-task and post-test questionnaire to be more helpful with regards to solving the many issues that we have received during testing. — Nyle Ongi

-I found that user testing is a very important part after the UI design is completed, because many designs are based on the subjective ideas of the designer and are designed based on the relative knowledge of the product we have already designed. Users and designers are different, users have little or no understanding of the product. At this time, some designers think that a reasonable design is very inconvenient for users. User design will help designers get many effective user feedback, find problems that designers themselves are difficult to find, and thus improve our design. A user-friendly design will attract more users. —Weijia Deng