Facilitating learning for visually-impaired students using a haptic screen (Testing Document)
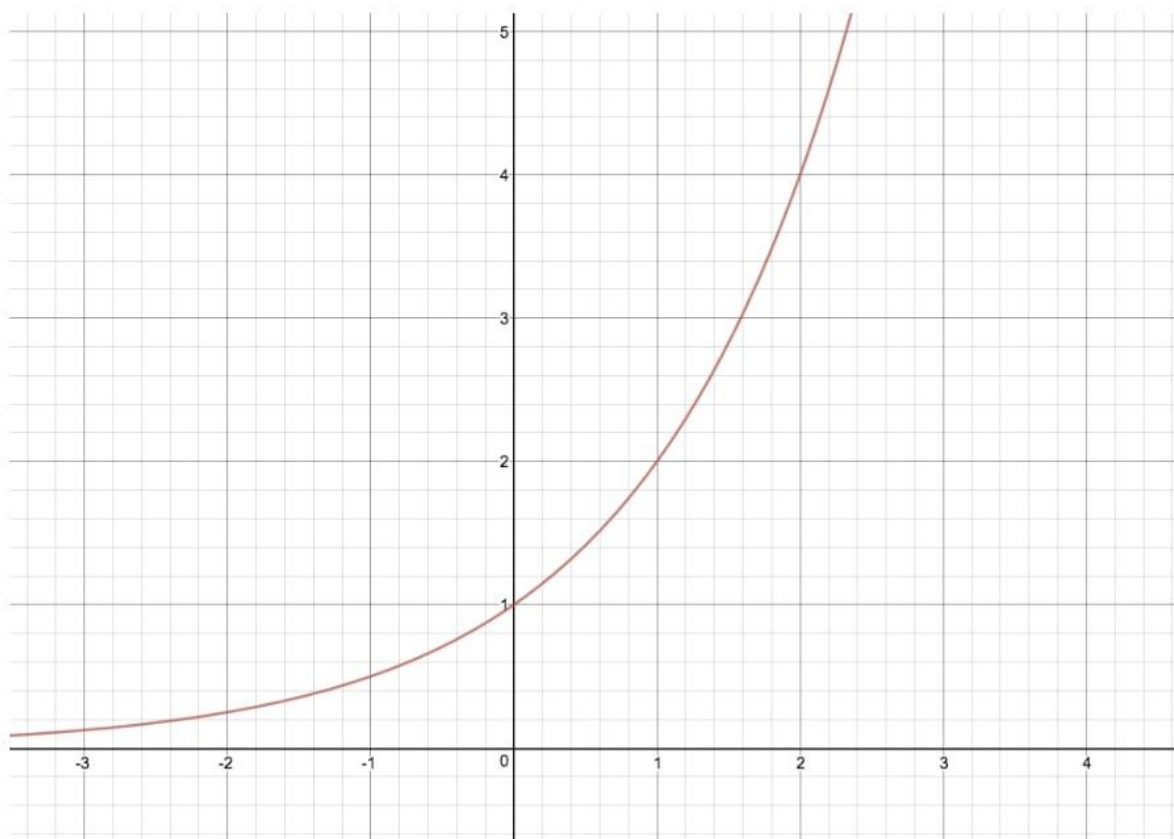
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Pre-Testing and Testing

In order to ensure that the application is usable, several testing procedures are required to be undertaken. The procedures will consist of the following tasks for the user to take and provide feedback for possible improvements to the application. During the testing, the developer is also encouraged to observe the interaction between the application and the users.

The Tasks consists of the following:

1. *Graphs (Easy Tasks)*

2. *Textures and Patterns (Medium Tasks)*

3. *Braille Language - Dad Jokes (Hard Tasks)*

Which bear is the most condescending? A pan-duh

How do you get a country girl's attention? A tractor.

My friend David lost his id! Now he's just DAV! hahaha! So Stupid!

Why do they don't play poker in the jungle? Too many chee-tah!

Astronauts found some bars on Mars! Mars bars!

What do you call ghost poo! Boo Boo! HAH!

Why can't the toilet paper cross the road! Got Stuck in a crack!

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Post-Testing

After the test, the user is encouraged the question the user to determine whether the application is usable to the user. The interview also serves the purpose of determining whether there were unexplainable issues that were not detected by the users.

The questions that should be asked by the users are the followings
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