Test and Prototype Plan

Testing is an opportunity to get feedback on your ideas, refine them to make them better, and learn more about your users. Before embarking on testing your prototypes, take the time to write up a test plan for each test that you plan to do. The test plan should include at least the following:

Objectives:

- What exactly do you plan to test? What do you hope to learn?
- What decisions will be made based on the outcome of the test?

Set-up:

- Which users?
- Materials and equipment needed?
- Setting?

Test parameters:

- What variable(s) do you hope to learn about or observe?
- What variables should you try to control? Which variables are "random" and therefore uncontrolled?
- How many tests of the same type do you need to do in order to obtain meaningful results?
- What does a "negative" result mean? What does a "positive" result mean?

Procedure:

- What is the planned sequence of events?
- How will data be collected?
- What are the roles and responsibilities of participants and team members?
- What feedback will the user provide? How will we capture it?
- How will we document the test and results?

Analysis:

- How will you evaluate the results / analyze data collected?
- How will you synthesize what you learn?

Remember: Prototype as if you know you're right, but test as if you know you're wrong!

Test Plan

Group: _____   Date:_____

Objectives:

Set-up:

Test Parameters:

Procedure:

Analysis Plan: