

# Usability Testing Plan for Custom Project

## Testing Plan

### Testing Objective:

To make sure the user can navigate through the app on his/her own, and use the core functions of the app without need for external guidance or support, using the hints and the descriptions provided in the app.

The UI should be descriptive enough to guide the user through the app, from signup to finding suitable jobs.

Get user feedback on UI painpoints and attempt to resolve those

### Testing Methodology:

The software's UI was designed using Streamlit. Streamlit apps can be deployed on the streamlit community cloud. By changing the app architecture to support multiple users at once, the app design can be modified to mimic that of a website. This was then hosted on the Streamlit community cloud to allow users from the testing group to access and review the app for its usability.

### Target Audience/Demographic:

The target users for this app are students between the age of 16-25 who are looking for internships

### Testing Approach:

1. Establish Clear Objectives for the UI
2. Prepare a questionnaire to test the UI
3. Perform tests in house first
4. Improve the UI if needed
5. Decide the target demographic for the app (students/people looking for internships between the age of 16 – 25)
6. Prepare a questionnaire with tasks to guide the testers through the app for feedback

### Link to Questionnaire Created for Usability Testing

[https://docs.google.com/forms/d/e/1FAIpQLSeb1VRQwKroKGBMjrJnbuZVFkW\\_0c8dvguAbJiezSuvfDRZig/viewform?usp=header](https://docs.google.com/forms/d/e/1FAIpQLSeb1VRQwKroKGBMjrJnbuZVFkW_0c8dvguAbJiezSuvfDRZig/viewform?usp=header)

### Link to responses to questionnaire based on UI demoed in D2:

[https://docs.google.com/spreadsheets/d/1X0tNRLcHf6bpYmHG\\_sn1jpWhjfsDYWA8fOdzmY0pFNQ/edit?usp=sharing](https://docs.google.com/spreadsheets/d/1X0tNRLcHf6bpYmHG_sn1jpWhjfsDYWA8fOdzmY0pFNQ/edit?usp=sharing)

### **Questionnaire Development:**

I had to think like a user for developing the questionnaire and actually think about how a user would perceive the app for the first time.

For Unmoderated Usability Testing:

- A. Create actionable tasks, which need to be executed to answer questions
- B. Locate user pain points by asking questions specific to the page
- C. Allow certain open-ended questions to encourage the user explore the app and express his/her opinion without restriction

### **Questionnaire:**

Action 1: Registration

Profile Page:

1. Was the profile page used for registration easily found from the landing page (App)
  - a. Yes
  - b. No
2. Was the page easily readable?
  - a. Yes, the font size was appropriate
  - b. No, the font size was too small
3. Were the required conditions for inputs (username length) intuitive to you?
  - a. Yes
  - b. No
4. Would an additional note describing the criteria for the valid input conditions make your experience better?
  - a. Yes
  - b. No
5. Would you (as a user) like to know why the details were collected?
  - a. Yes
  - b. No
6. Would a description about the data usage improve user experience?
  - a. Yes
  - b. No
7. On a scale of 1 – 10, what would you rate the user interface of the signup page?

8. What is your general feedback about the UI? Are there any problems with this UI? Did you find any bugs in the UI?

#### Action 2: Set Up your Preferences

##### Preferences Page:

9. Was the preferences page used for set up easily found from the landing page (App)
  - a. Yes
  - b. No
10. Was the page easily readable?
  - a. Yes, the font size was appropriate
  - b. No, the font size was too small
11. Were the required conditions for inputs (minimum number of skills) intuitive to you?
  - a. Yes
  - b. No
12. Would an additional note describing the criteria for the valid input conditions make your experience better?
  - a. Yes
  - b. No
13. Would you (as a user) like to know how the collected inputs will be used?
  - a. Yes
  - b. No
14. Would a description about the data usage improve user experience?
  - a. Yes
  - b. No
15. On a scale of 1 – 10, what would you rate the user interface of the preferences page?
16. What is your general feedback about the UI? Are there any problems with this UI? Did you find any bugs in the UI?

#### Action 3: Search for and View the Matched Job Listings

##### Dashboard Page

17. On a scale of 1-10, how easy was the whole process of searching for a job and viewing the listings
18. Was the dashboard page used to view the matched job listings easily found from the landing page (App)

- a. Yes
  - b. No
19. Was the page easily readable?
- a. Yes, the font size was appropriate
  - b. No, the font size was too small
20. Of all the Job Listing information displayed, did u feel that certain attributes or pieces of information were useless to you as a user / not required?
- a. Company Name
  - b. Category
  - c. Type
  - d. Location
  - e. Salary
  - f. Published Date
  - g. Required Skills
  - h. Description
  - i. All the information fields were helpful
21. Would you (as a user) like to know how the job engine matches the job to your profile?
- a. Yes
  - b. No
22. Would a description about the job matching logic improve user experience?
- a. Yes
  - b. No
23. On a scale of 1 – 10, what would you rate the user interface of the dashboard page?
24. What is your general feedback about the UI? Are there any problems with this UI? Did you find any bugs in the UI?

Overall Rating

Job Matcher

Rate the overall User Experience from 1 to 5 (1= Strongly disagree, 5=Strongly Agree)

- 25. I think I would use the job matcher app frequently
- 26. I found the app unnecessarily complex
- 27. I thought the app was easy to use
- 28. I thought the UI was inconsistent
- 29. I thought it was easy to learn to use this app

- 30. I thought the information provided in the app was effective in guiding users through the app
- 31. I thought the app was well organized
- 32. I like using the interface of this app
- 33. Overall, I am satisfied with this app.