Design Journey Part 3

Group name:

Members’ names:

Members’ NetIDs:

Section:

**Part 1: Necessary Information**

1. Please provide us your login username and password

(if your site has multiple login systems, please specify which username and password corresponded to which login system)

Username:

Password:

2. Please provide us your DB login username and password

Username:

Password:

**Part 2. Database Revision and Implementation**

Include your physical ER diagram here and describe any changes you made based on feedback from the previous milestone. Also describe the physical ER diagram (tables, fields, keys, and relationship, please see lecture 17 slides 21).

**Part 3: Testing Protocol**

*How are you going to choose users?*

How will they be representative of the target audience? How will you find them? Where will you meet them? Will you compensate them?

*What tasks are you going to have them do? How would these tasks connect with the client’s needs?*

|  |  |  |
| --- | --- | --- |
| **Task name/id** | **Task description** | **Task goal/what’s being tested/expected outcomes** |
| First impression | Ask the user to look at the site for 5 seconds and describe their emotional and intellectual reactions | Want to see whether the design communicates client’s key site goals to the target audience; want to see if people get the metaphor right away. |
| Find the officers | Ask the user to find the names of the officers of the club | Testing whether a potential new member can find info about club leaders quickly and easily; ideally, they should click on the “Officers” link in the menu bar. |
| (etc) |  |  |

*What’s your script?*

How are you going to welcome them? Reassure them that you’re testing the site, not them? Get them to think aloud while they use the site?

How are you going to introduce each task? What wording will you give the user? Will you give them any information in advance (probably not -- they won’t have it in a real deployment -- but for sketches and early prototypes you might tell them that some things don’t work)? How will you remind them to think aloud? How will you decide when to “give up” on the task?

Afterwards, what specific questions or general opinions will you ask for about their experience or the site? How will you thank them?

**Part 4: Testing Note**

You should have at least 2 testing users.

**User 1**

1. Who is your user, e.g., where do they come from, what is their background, etc.?

2. How does this user represent your target audience/client’s needs?

|  |  |  |
| --- | --- | --- |
| **Tasks for user 1** | **User’s reaction/feedback/problems?** | **Re-design ideas and other notes -** *what are the different solutions you can think of to address the feedback/problem?* |
| (task 1 name from protocol) |  |  |
| (task 2 name from protocol) |  |  |
| (etc) |  |  |

3. Other notes from this user that will be useful to think about when redesigning.

**User 2**

1. Who is your user, e.g., where do they come from, what is their background, etc.?

2. How does this user represent your target audience/client’s needs?

|  |  |  |
| --- | --- | --- |
| **Tasks for user 1** | **User’s reaction/feedback/problems?** | **Re-design ideas and other notes -** *what are the different solutions you can think of to address the feedback/problem?* |
| (task 1 name from protocol) |  |  |
| (task 2 name from protocol) |  |  |
| (etc) |  |  |

3. Other notes from this user that will be useful to think about when redesigning.

**Testing Summary and Iteration**

What did you learn? About your users? About your site? About yourselves?

What are three key changes you made based on the testing, what alternatives did you consider, and why are they appropriate changes?

If you make any changes to the testing protocol for round 2, tell us what they are here.

**Part 5: Additional Comments/Questions**

If you have additional info/comments/questions about testing or the state of the project, you can put them here. However, you might get better responses in office hours at this point in the semester.