**Human computer interaction and communication**

**Conducting a usability test**

# Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

PURPOSE

In today’s exercise, you will conduct a usability test on your Project design.

ACTIVITIES

Perform each of the following activities. If you have questions, issues, or doubts, please ask for help and do not just guess.

1. For this exercise, you will work with another person and take turns conducting a usability test. You play the role of “Moderator” and some individual play the role of “Evaluator.”

You will have approximately 20 minutes to conduct your usability test, including setting up the test, running the test, and holding a quick debrief with the observers at the end of the session to discuss notes.

* 1. When playing the Moderator:
     1. Using the process outlined in your usability test plan, conduct a usability testing session to test the features and functionality of the Project.
     2. After conducting the test session with the Evaluator, compare your notes and observations with person who played the role of Observer. Be sure to discuss instances when the Observer noticed the evaluator made a mistake, was confused, or expressed an opinion about a feature or functionality.
  2. When playing the Observer:
     1. Take notes about the Evaluator’s session. Be sure to record:
        1. Instances when the Evaluator struggled or seemed to be confused
        2. Instances when the Evaluator completed a task with ease
        3. When the evaluator expressed an opinion
     2. Write down as much information as possible about these instances. Be sure to note things like what page the Evaluator was on or what features and functionality the Evaluator was using when he or she experienced the issue or made a comment.

OBSERVATIONS