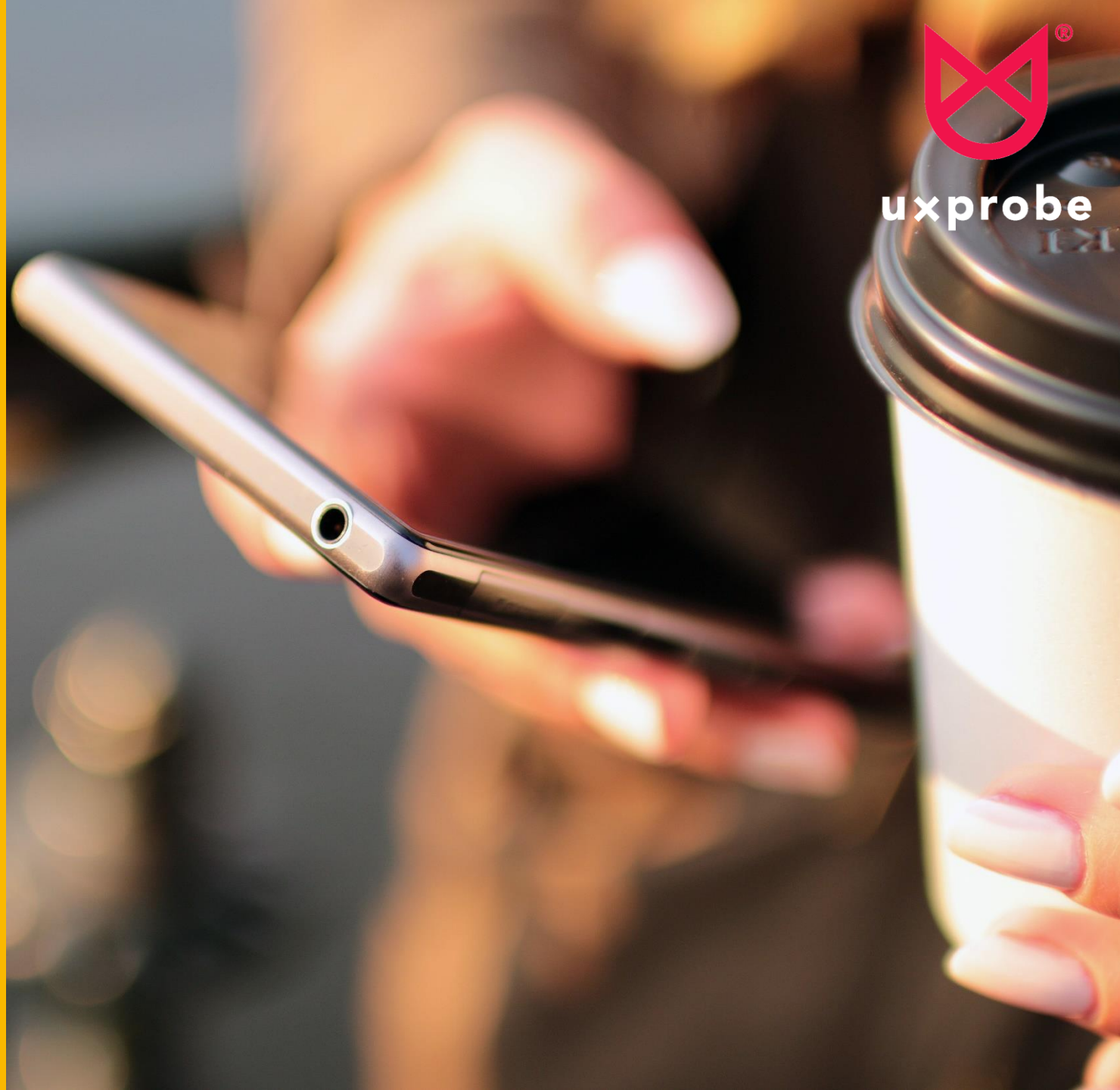


# Usability Testing Plan Dashboard

7 maart 2017

AUTHOR		CONTACT DETAILS		FINAL DATE FOR COMMENTS	
Menü - TEAM					
<b>PRODUCT UNDER TEST</b> What is being tested?  Menü app: makkelijk bestellen en betalen op restaurant/café.	<b>TEST OBJECTIVES</b> What are the goals of the usability test? What specific questions will be answered? What hypotheses will be tested?  Controleren of de gebruiker makkelijk kan bestellen/betalen.  Controleren of de app overzichtelijk is voor de gebruiker. Bijvoorbeeld de huidige uitgaven.	<b>PARTICIPANTS</b> How many participants will be recruited? What are their key characteristics?  4 tests, 1 persoon/test	<b>TEST SCENARIOS</b>  Zie:  <a href="https://docs.google.com/document/d/1QfTcul57CWqtoFI0D6Ya8jl8BKZsubjuvodAa6nB6Nk/edit#">https://docs.google.com/document/d/1QfTcul57CWqtoFI0D6Ya8jl8BKZsubjuvodAa6nB6Nk/edit#</a>	<b>RESPONSIBILITIES</b> Who is involved in the test and what are their responsibilities?  1 Facilitator: begeleiding van tester  2 Notulisten: verslag/conclusies schrijven	
<b>BUSINESS CASE</b> Why are we doing this test? What are the benefits? What are the risks of not testing?  We willen dat bestellen en betalen op restaurant/café makkelijker wordt en dus willen we testen dat onze app het niet net moeilijker maakt.		<b>EQUIPMENT</b> What equipment is required? How will we record the data?  Prototype van de app Screenrecording op toestel Filmen van gezicht persoon		<b>LOCATION &amp; DATES</b> When and where will the test take place? When and how will the results be shared?  Dinsdag 12/03/2018 Vergaderzaal 1.1 iGent	
<b>PROCEDURE:</b> What are the main steps in the test procedure?					
Korte uitleg App	Uitleg scenarios	Uitvoeren tests	Nabespreking	/	/

**make users happy**  
**build successful apps**



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