

Aim - Perform usability testing / evaluation

Theory -

Usability testing is a method used to evaluate how easy an interface is to use

Test to take place with ~~user~~ real users to measure how ~~good~~ usable / intuitive an intelligent interface is and how easy it is for users to reach their goals

Types -

→ Comparative usability testing,
Used to compare usability of one interface with another

→ Explorative usability testing

It can establish what content and functionality a new product should include to meet the needs of its users.

Usability Evaluation -

It introduces users to new design to ensure it's intuitive to use and provides a positive user ~~expe~~ experience

Advantages

- feedback direct from the target audience
- issues and potential problems are highlighted before the product is launched.

Teacher's Sign.: _____

→ It increases likelihood of usage and repeat usage

→ ~~also~~ minimises risk of product failing

→ users are better able to reach their goals

Disadvantages

→ testing is not 100% representative of a real life scenario

→ usability testing is mainly qualitative, so does not provide the large samples of feedback that questionnaire might

Conclusion-

Despite not being able to mimic real life usage, usability testing is still the best method of ensuring that design supports users in achieving their goals quickly and easily.

Guidelines	Rating	Suggestions
User Friendly	5/5	-
Help and documentation	3/5	Give more hints to user for navigation
Match between system and real world	4/5	-
Error prevention	2/5	List out common errors people commit for prevention
Consistency	3/5	Keep same dialogue box design throughout
Flexibility	4/5	If someone goes back in form save data temporarily for later use
Efficiency of use	4/5	Provide shortcuts for faster use