

# Usability Testing

## Step 1

Read this: [https://en.wikipedia.org/wiki/Usability\\_testing](https://en.wikipedia.org/wiki/Usability_testing)

In a nutshell, the aim of usability testing is to see if users know how to use your application without any guidance.

## Step 2

Design a series of tasks, and determine if users are able to complete them.

No	Task	Completed
	E.g. Visit the homepage	✓
1	Visit <a href="http://nus-help.herokuapp.com/">http://nus-help.herokuapp.com/</a> .	
2	Log in using your IVLE account.	
3	Register for an existing consult.	
4	Create a new consult for any module. Set the date for tomorrow, from 2pm to 4pm, at COM1 Basement.	
5	Check your current schedule and verify that you have one consult to attend, and one consult to teach.	
6	Quit the consult you promised to attend.	
7	Update the consult you created with a new timing, 4pm to 5pm.	
8	Delete the consult you created.	

## Step 3

Design questionnaire to improve workflow.

1. Did you find any bugs or problems when trying to complete the task?
2. Are there any tasks that were difficult or unintuitive?
3. As a <insert position>, will you use this app?
  - a. If you would, how would you use the application? (offer classes or find classes to attend)
  - b. If you would not, why not?
    - i. Do not find a need for the application OR
    - ii. The application lacks key features (what do you think the app needs?)
4. Any final comments or suggestions?