Inspire.me Usability Test

Prototype KILO-Benjamin

Briefing

Welcome to the Inspire.me Usability Testing initiative. The testing process with be administered in three parts: three pre-test questions, testing goals, and three post-test questions. The testing will be monitored to improve upon the app, so you are encouraged to voice all your thoughts. Please note you will not receive any assistance in using the app.

Scenario

You are an artist who is looking to publish their art on a social platform to find more potential buyers. In order to do this, you must create an account, go to your profile, and figure out how to upload your art within your profile. Then, go to the search bar and search mountain ranges to see what images you can use as references for your next piece.

Pre-Test Questions

1. Would you consider yourself to be an artist?

2. Please rate your comfort with technology on a scale of 1/10

3. Have you ever used similar apps in the past?

Testing Objectives

Please rate the difficulty of achieving each task, as well as any additional commentary below.

1. Create an account and go to your profile.

2. Upload your own artwork to the platform.

3. View popular art and search for reference drawings to improve your own art.

Post-Test Questions

1. How likely are you to use this product?

2. list three things you disliked/did not understand about the app.

3. list three things you would change/alter about the app.