A3q2（part2）：

A) The most important thing we learnt when we do the user testing is there always rooms for prove. Each time we ask different user to do the testing, they always give us new ideas to prove our system, ideas to make the system easier, ideas to make interface more beautiful. And different kind of people asks different tasks. Some people like beautiful interface and complete database, some people like simple operation and easy learn. So the other thing I learnt that is to consider what kind of user we are facing to. There is no perfect product in the ward, but we still can find out what primary user want, that will improve our application.

B) Next time we will make the interface simpler. Advanced search doesn't need one more page, we can put it in main form (easy find), each movie with image, and more links at main page which are hot movie in the month. Also we will make discount system that can promote more people use it to buy movies.

C) First we find out what kind of users we are going to face, using questionnaire and interview to find out what the main tasks, after that find out what are second user and third users using same technique, if the main tasks from the second user and third users are march primary users' sub tasks, we will put it in to the design, we will try as much as sub tasks as we can, and cancel some when

we find that would make the system complex.

We will ask users testing it when we make the application, use story board to show them what will happened next (which didn't down yet), if there is no irreparable we will continue the product, if there is, fix it at here more easy than fix after everything is down. That how can we integrate user testing into our work.

So in those cases, user testing is important to collect the ideas and information.