[Sprint2] User Experience Testing

1. Purpose

- Test the feasibility and friendliness of the modified interface after the end of the sprint1 stage according to the heuristic rules.
- The results of the test will help us to reflect on the review.
- The development team will modify and optimize the layout and other issues that appear according to the recommendations in the report and keep those designs that have good user feedback.

2. Method – Laboratory Usability Test

Introduction
• Both the observer and the tester are located in the same physical location. • The tester will be assigned one or more tasks to be performed. • During the execution of the task, the observers remained silent. • The role of the observer is to monitor and test the behavior and expression of the personnel • Based on the results of the observation, the observer needs to write a test report.

The two reasons for choosing this method are as follows
• Because the project requires a large number of complex deployment steps, it can run successfully. Therefore, using this method can save volunteers' time, because testers can directly operate on the deployed computer. • No need to worry about any problems caused by network delays or stuck.

3. Role

Role	Member	Responsibility
Observer	Yicun Tian YITING WANG	• Set up multiple tasks for the tester. • Observe and record when the tester performs the task. • Based on the observation results, write the testing reports.
Tester	• Mary • Perter	• Operate according to assigned tasks and with the help of observers. • And after the operation is over, complete the feedback survey.

4. limitations

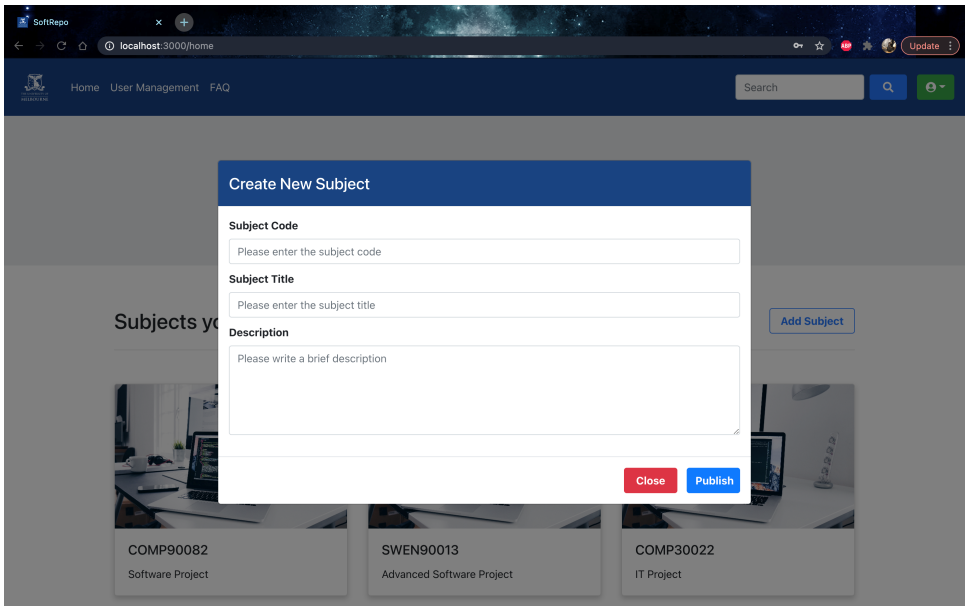
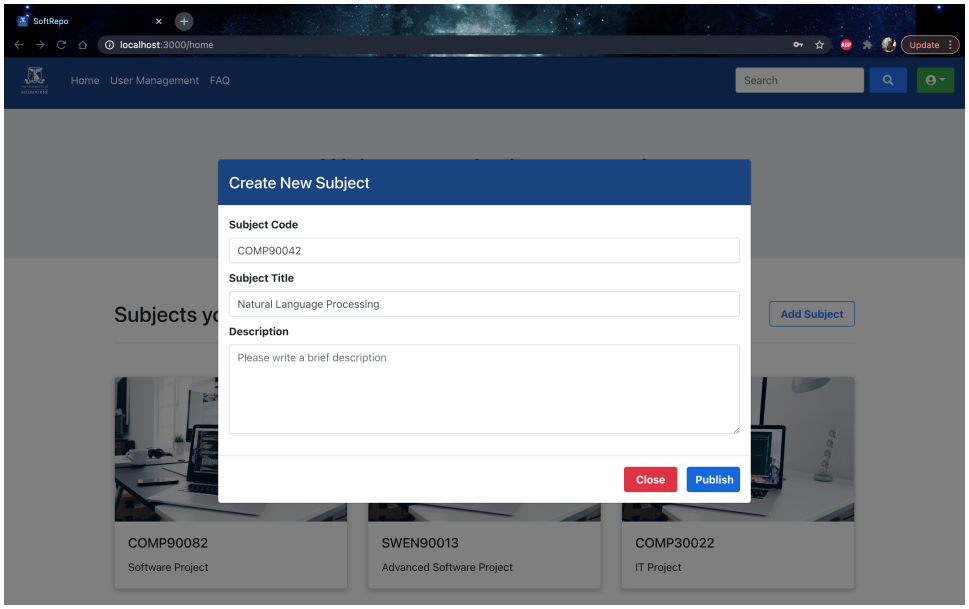
- The test is based on the test of sprint1, so the tasks appearing in sprint1 will not be set repeatedly.
- Based on the feedback of test 1, divide users into admin and students.
- The task setting is simpler and more customized, and it will not force the tester to execute the task step by step.

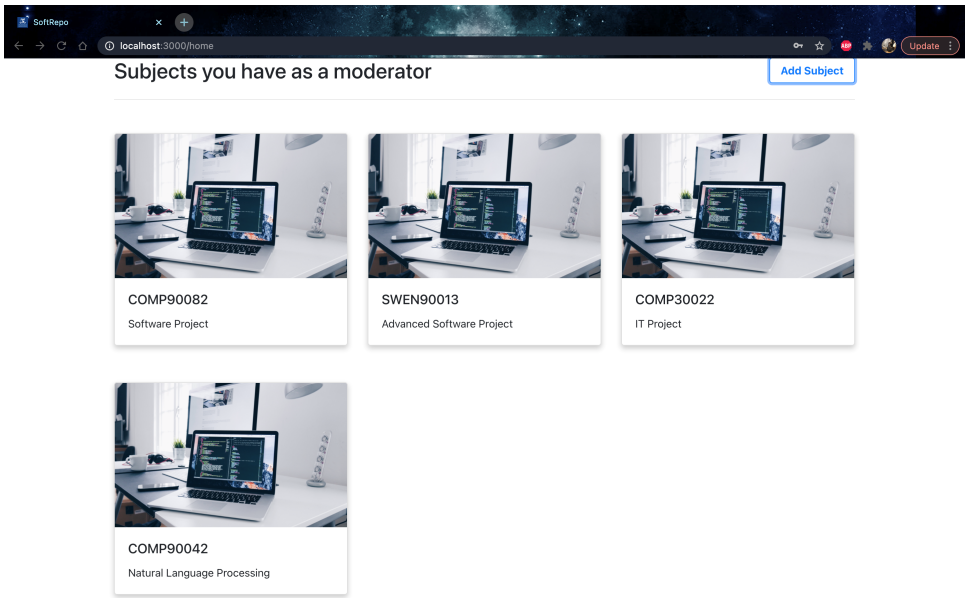
5. Task

ID	Aim	Index	Description
1	Test the processing of the **subject module**	1.1	Log in to the administrator's account, add any course or browse any course and its course informationPeter
		1.2	Log in to the student's account, access the course information on the home interface, and add articles to it or browse other articlesMary
2	Test the handling of the **pending function**	2.1	The administrator needs to authorize the modified article before the article can be successfully publishedMary
		2.2	After logging in to the account, process the pending request to publish the articlePeter
3.	Test the completeness of the **profil e page**	3.1	Successfully view the information on the profile page and find the username used during registrationMary

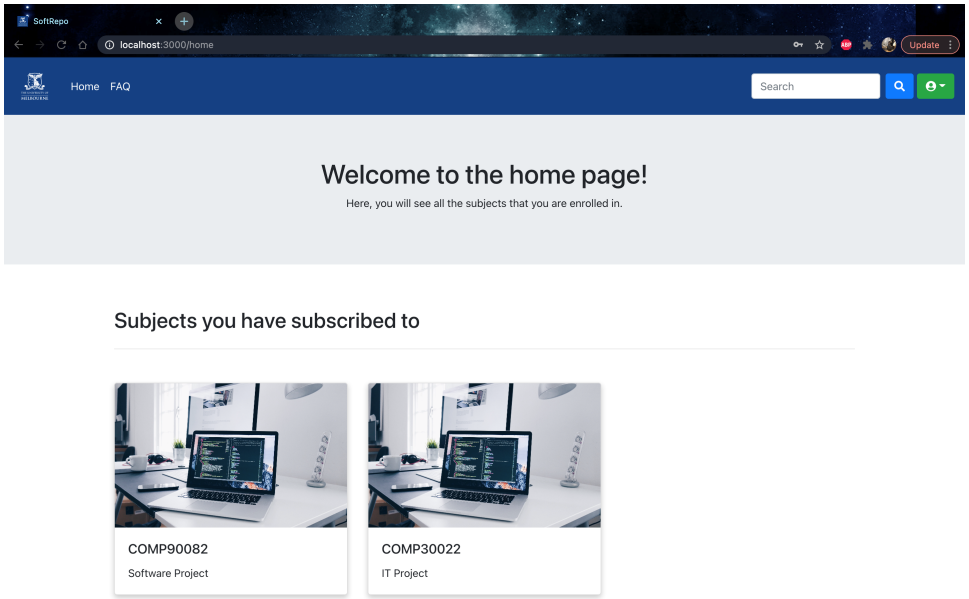
4.	Test all **error messages**	4.1	When performing any operation, will some errors be avoided because of the prompt messagePeter

6. Result

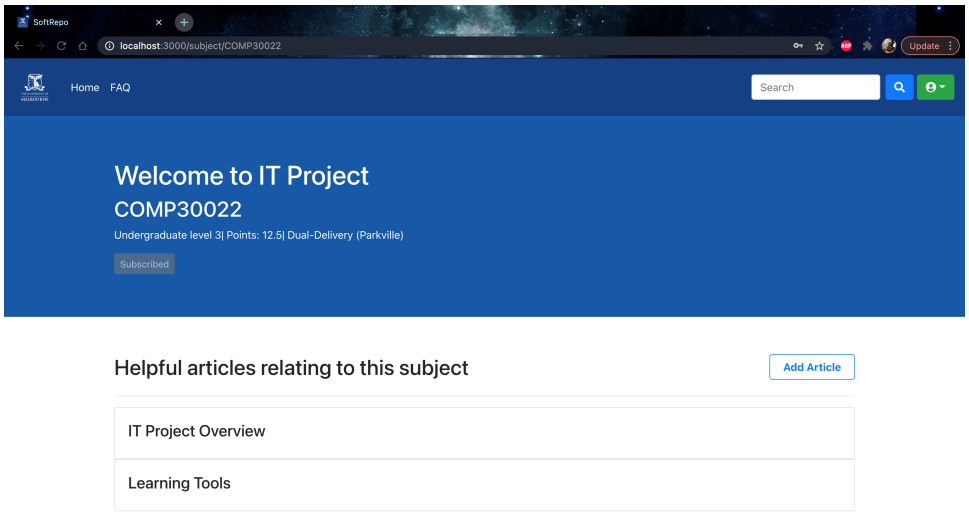
ID	Mood /Expression	Steps performed
1.1	happy & The prompt words are easier to understand	1.After successfully logging in, visit the home interface, click the add subject button, and fill in the following fields to add courses.   2.After successfully added, the course will be presented on the home interface. The user refreshes the home interface again to view the successfu



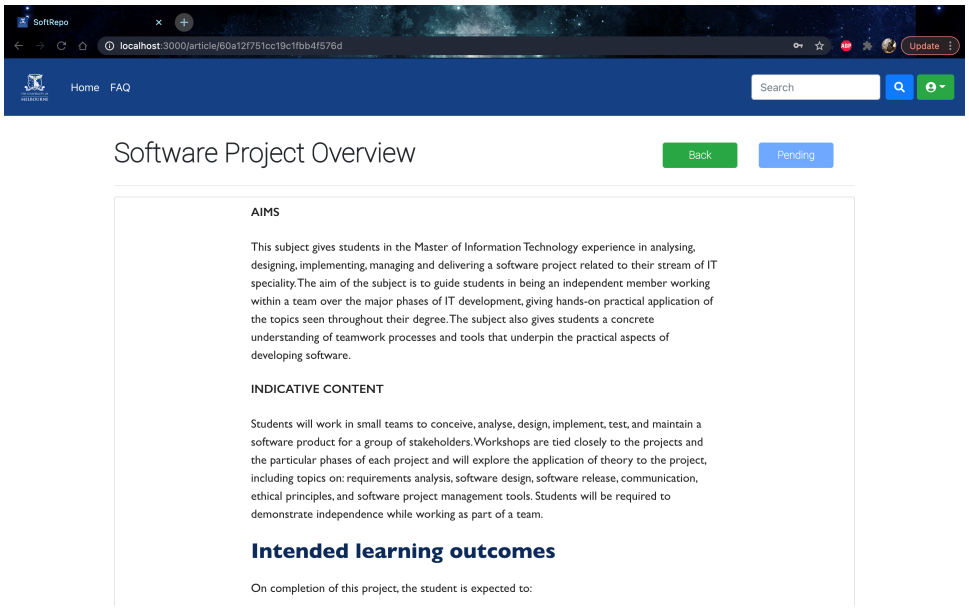
1.2	The information is displayed in a timely manner, with a good sense of use.	1. Successfully log in to the system, and access all the course information authorized to add through the home interface

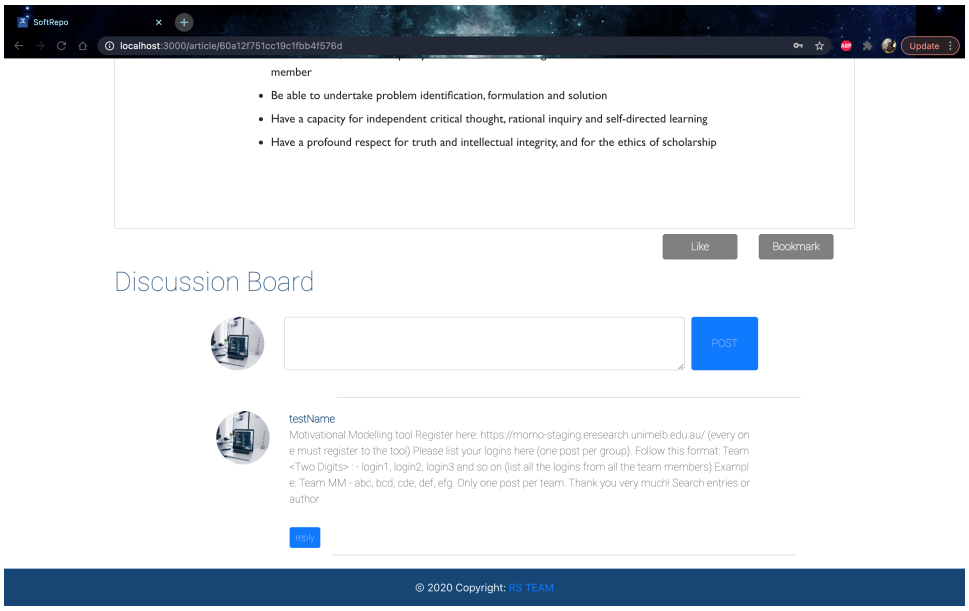


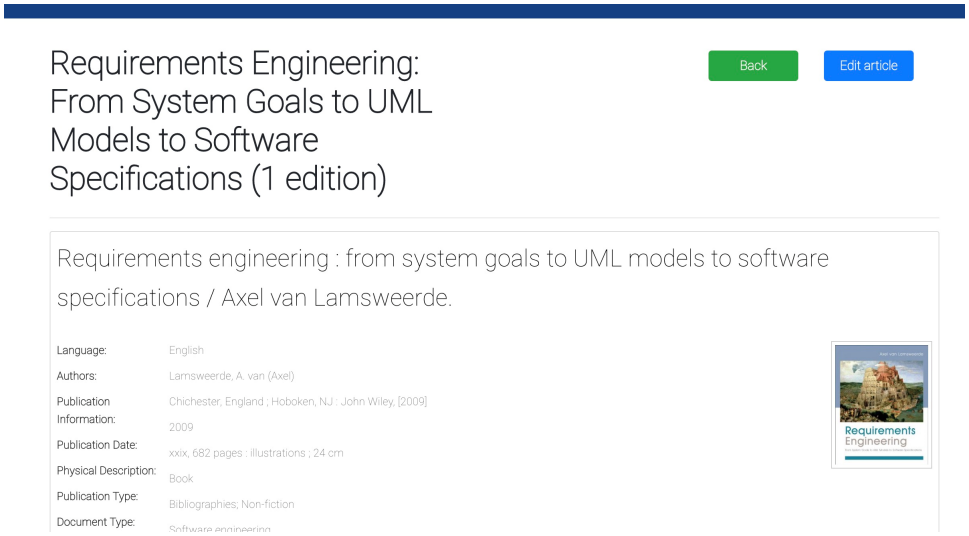
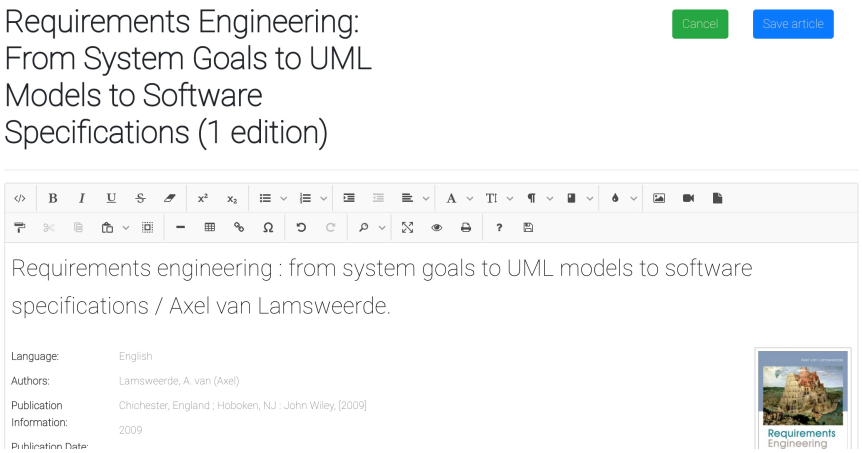
2. Click on IT project course information to browse the list of articles



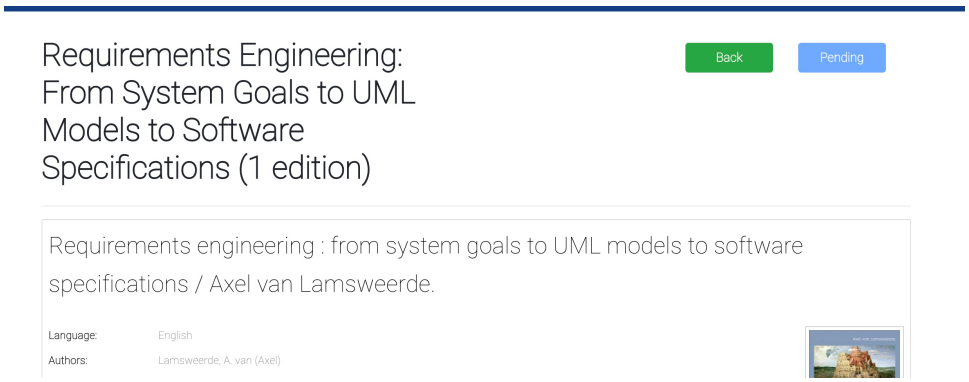
3.Click to browse the first article



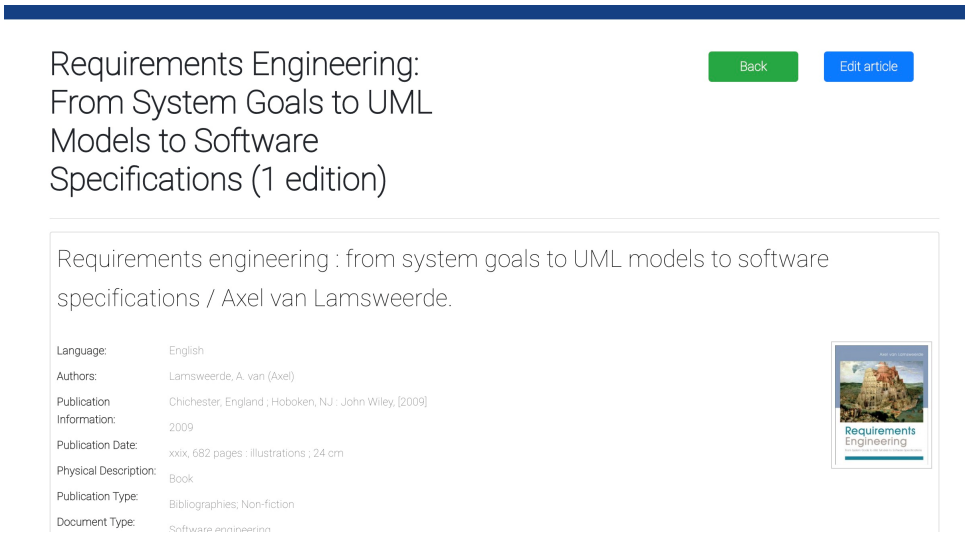


2.1	Feel satisfied & I'm a little impatient with waiting time	1. The user finds the article that he wants to modify, and clicks the button Edit article on the right  2. After clicking, the modified interface and available menu will appear, and the user has modified the content of the article as expected 

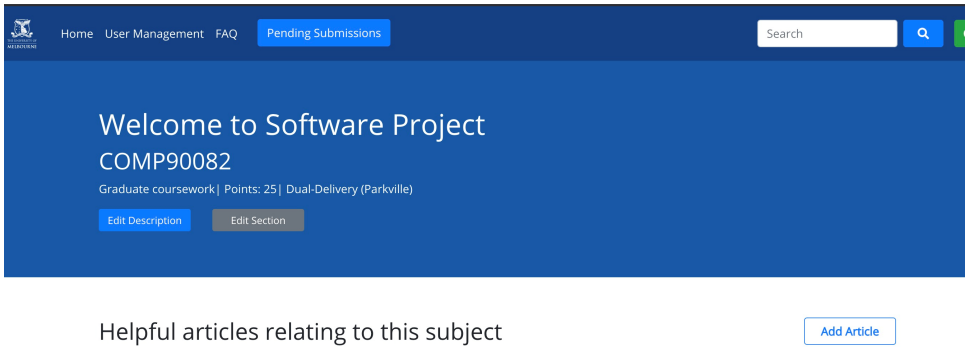
3.After clicking save, you will enter the approve interface and wait for the content to be uploaded, The user stayed on the interface for 20s, and afte proved that the waiting was over. And the modification request has been posted to the administrator's account.



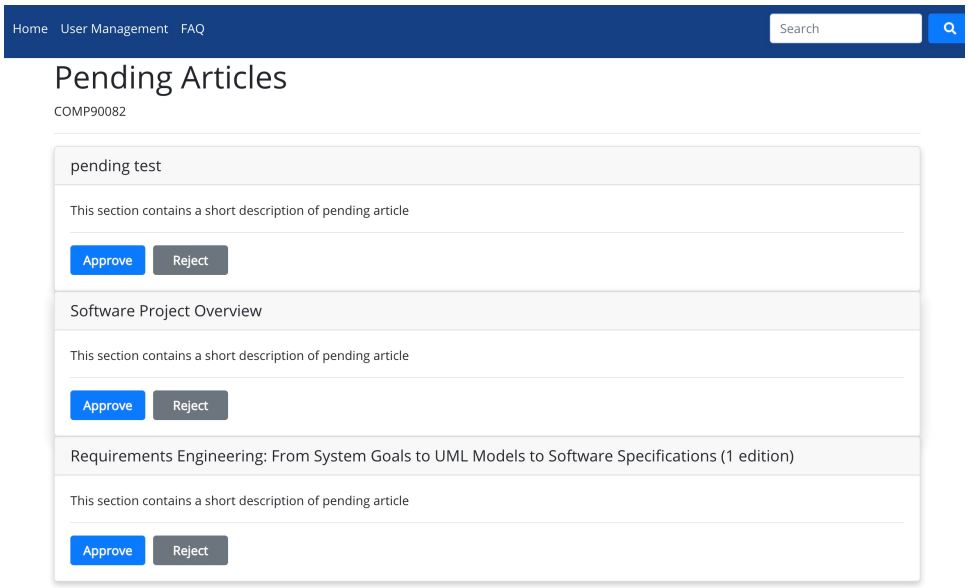
4. After the administrator authorizes, visit the article again, you can find that the interface has become the first step picture, indicating that the articl published.



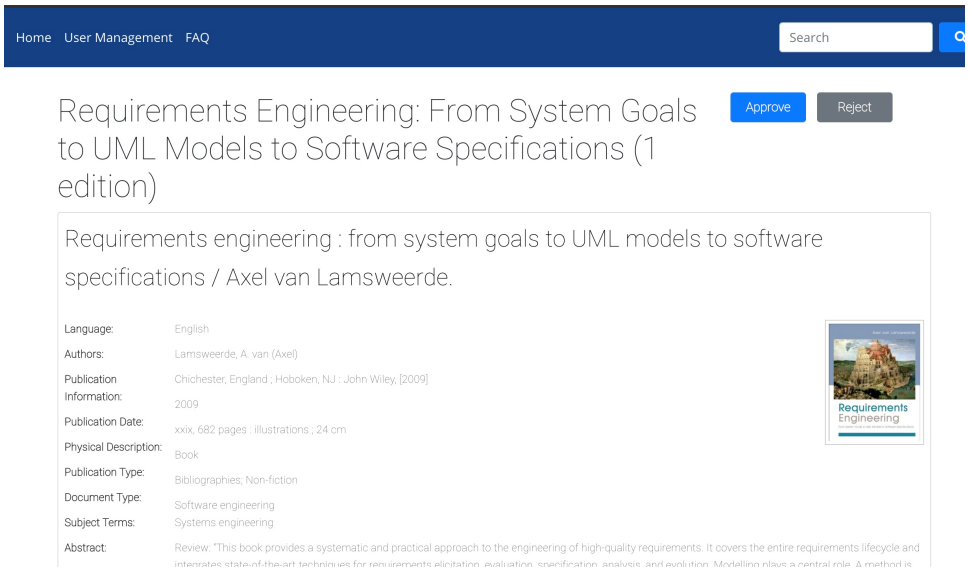
2.2	Good experience and strong interactivity	1.When Peter sends a request to write an article, an obvious prompt pops up on my interface: Pending Submissions.



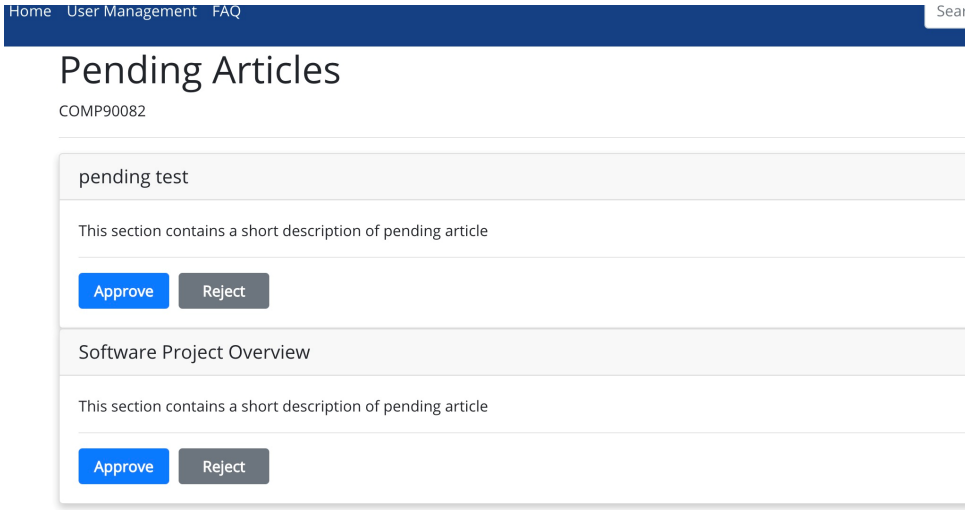
2.After clicking this button, it will jump to the following interface. I can view each request article for authorization and rejection, and click on each re

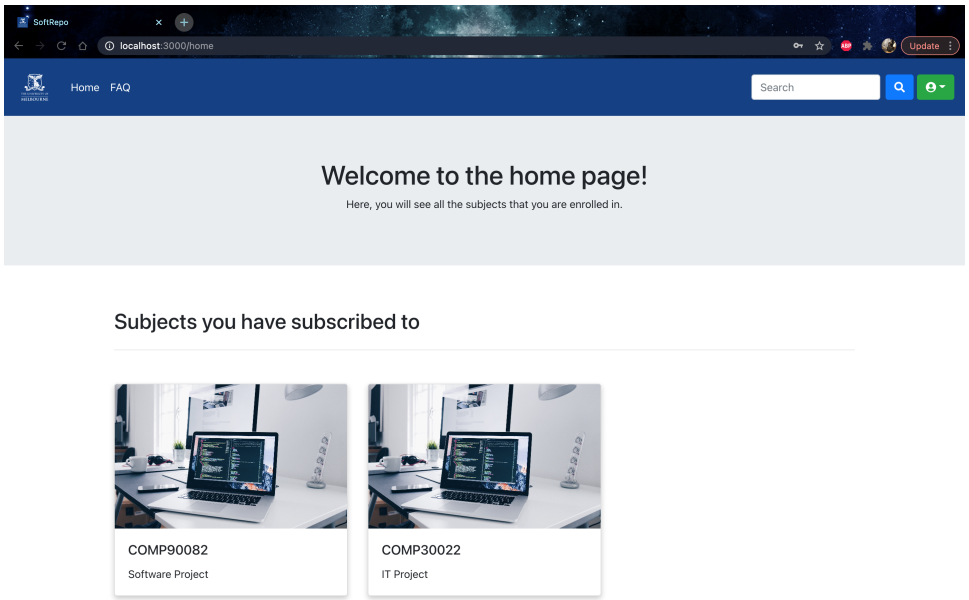
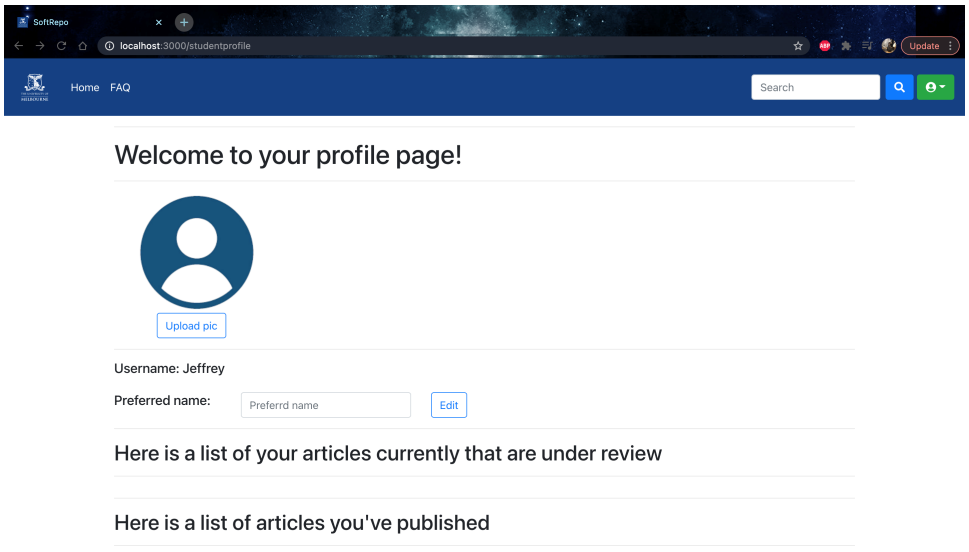


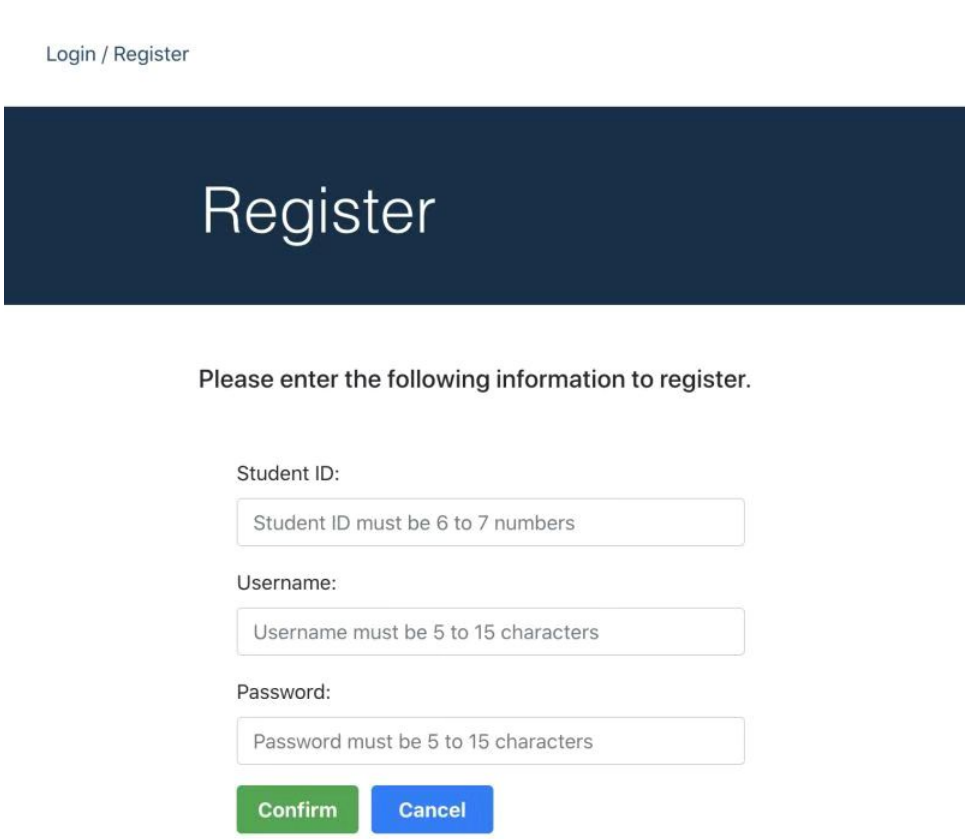
3.To view the details of each modification in detail, select the article Requirements Engineering



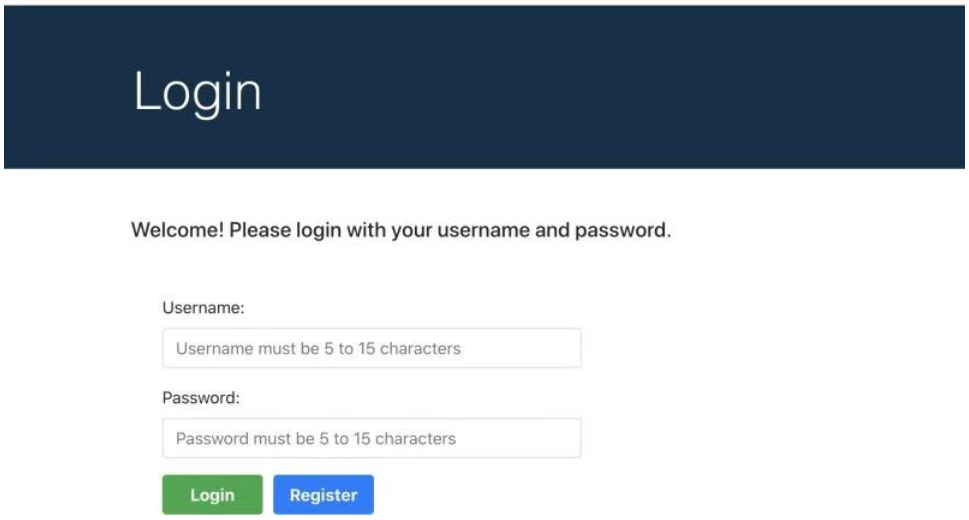
4. After authorizing the article, the request will disappear in the list.


Home
User Management
FAQ
Sear
Pending Articles
COMP90082
pending test
This section contains a short description of pending article
Approve
Reject
Software Project Overview
This section contains a short description of pending article
Approve
Reject

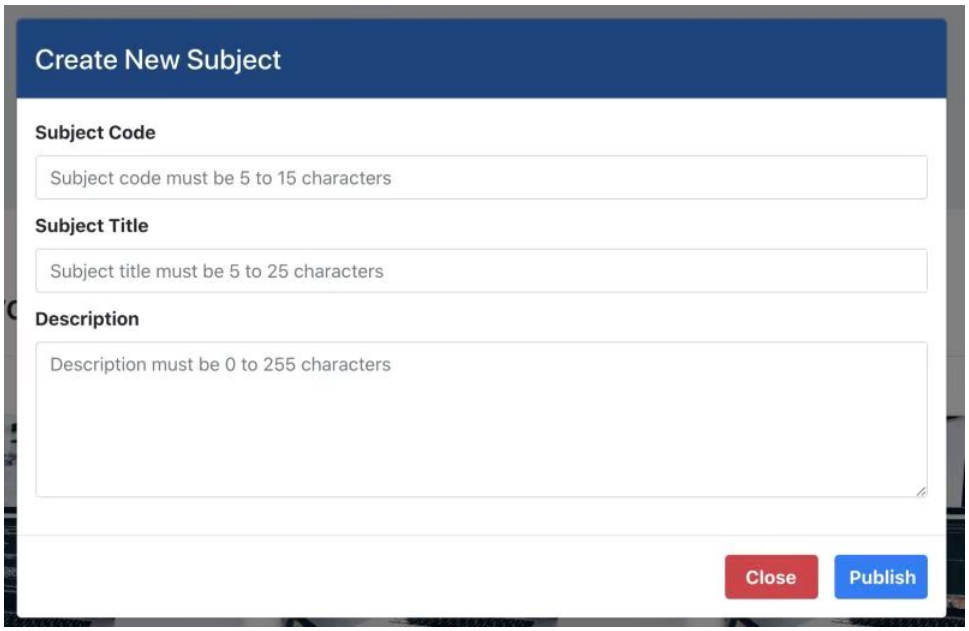
3.1	Feel very satisfied	1. After logging in to the interface, look for a link or button that can view the profile interface. Determine that the rightmost button in the navigatic jumps to the interface.  2. After clicking the green profile picture, you will be redirected to the profile interface. Since the account provided is used, the name of the registra displayed. 
4.1	Very satisfied	1.When registering the interface, each field will be described to avoid misunderstanding Peter



2. When logging in, the system will still prompt to enter standard characters



3. When the administrator enters the course, he will still be prompted for a standardized description of the characters


Create New Subject
Subject Code
Subject code must be 5 to 15 characters
Subject Title
Subject title must be 5 to 25 characters
Description
Description must be 0 to 255 characters
Close
Publish