Bargain bin

Usability Report

BSHCE4 - Usability

Conor Prunty – 13102311

Kevin Clarke - 13101722

Table of Contents

[Introduction 3](#_Toc478456861)

[Prototyping 3](#_Toc478456862)

[Low-fidelity prototype 3](#_Toc478456863)

[3 wireframes 3](#_Toc478456864)

[High-fidelity prototype 3](#_Toc478456865)

[Testing 3](#_Toc478456866)

[5 participant’s minimum 3](#_Toc478456867)

[Testing techniques employed 3](#_Toc478456868)

[Five second test 3](#_Toc478456869)

[Trunk test 3](#_Toc478456870)

[Think Aloud 3](#_Toc478456871)

[Video / Screen recording – only 1 required 3](#_Toc478456872)

[Heuristic Evaluation 3](#_Toc478456873)

[Conclusion 3](#_Toc478456874)

[References 4](#_Toc478456875)

# Introduction

Here, we are introducing our testing plan and implementation for *BargainBin*. We will display low and high-fidelity prototypes to give different ideas of how the application will look. We applied many different testing techniques in order to get the maximum value from our testing, and will ensure that the application is stable and works as intended.

# Prototyping

Prototyping is very important for any project design. While skipping prototyping might save some time during design, that surplus can be lost many times over in development (Designshack.net, 2017). A saying I heard recently comes to mind; ‘A user interface is like a joke. If you have to explain it, it’s not that good’. While this was said as an attempt at humour, I feel it is very appropriate when designing the front-end.

There are many benefits to a good prototype. For example, simple design issues might suddenly become apparent and this saves time and money if fixed now, rather than further down the line where the cost to do so increases exponentially as the project timeline elapses. Another major benefit is that the customer can visualise what you are proposing, instead of them just telling you what they want. This is a key point as it nearly always leads to change as the customer has a different picture in their head of what they actually want. Again, this can save time and money if resolved in the prototyping phase. Another advantage, albeit not as important, is that the prototype can be used with regards to training, before the final solution is delivered. This can save the end-users time, although this is not always possible.

## Low-fidelity prototype

### 3 wireframes

## High-fidelity prototype

# Testing

## 5 participant’s minimum

## Testing techniques employed

### Five second test

### Trunk test

### Think Aloud

#### Video / Screen recording – only 1 required

### Heuristic Evaluation

# Conclusion

# References

Designshack.net. (2017). *How & Why Prototypes Are Mandatory for Good Design | Design Shack*. [online] Available at: https://designshack.net/articles/graphics/how-why-prototypes-are-mandatory-for-good-design/ [Accessed 28 Mar. 2017].