7. Screenshot of the design : caption - define

8. User Evaluation of the second prototype :

--- after completing the first prototype – all the feedbacks provided by the user are addressed. – high fidelity

8.1 Methodology

8.1.1 Guerilla Usability Testing :

(1 line definition of guerilla usability testing…..)

(how??? When?? Where? )

8.1.2 Participants:

How they are chosen? What type of user are they? How many user?(5)

8.1.3 Software :

What software is used to design the product? – flkdjfdljaf

What programming language is used?

8.2 Scenarios

Scenario 1 : ddkdljfdka dkalf d fkld

Scenario 2 : kjfdljfdjfjd, fdjalkf dkafjld afldjf da fjdafjda fdakfld af d afjd afjdaf

Scenario 3 : sjfkdjafldafdlfjdkafldja

Scenario 4 : jdlafjd fld flkdsjflk dlfj da

Scenario 5 : dkla fjdkla fd

8.3 Results :

8.3.1 Time on tasks :

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Task | User 1 | User 2 | User 3 | User 4 | User 5 |
| 1 |  |  |  |  |  |
|  |  |  |  |  |  |

Caption

diagram

Caption ------------------------

8.3.2 Task completion rates :

Table

Diagram

8.3.3 Learnability

Number of requests for help from the user

Table

Diagram

8.3.4 Efficiency

Number of actions to complete each tasks by the user

Table

Diagram

8.3.5 Error

Table

Diagram

8.4 User Analysis

8.4.1 Analysis on the features and functionalities :

|  |  |
| --- | --- |
| **Features & Functionalities** | **Rating** |
| Navigation bar is clear | 4.5 |
| The color combination of the website/ app | 3 |
| Links are clear and well-labelled | 4 |
| The homepage or the main page overview | 4.5 |
| Content of the website (images, videos, audio) are clear | 5 |
| User can easily use the contact form. | 4 |

At leat 12 features…………..

Make Diagram also………………..

8.4.2 Feedback/Recommendation

Some feedback provided by the users………………

8.4.3 Conclusion:

You should include all the data here (high fidelity)….