

User Testing (Project X)

Product under test:

I will be user testing my project X development website.

Test Objectives:

The objective of this usability test was to evaluate the user experience of My Project X websire based on a paper prototype. I aimed to identify any usability issues related to navigation clarity, button visibility, scrolling awareness and overall user interaction.

Participants

The test will be conducted with three users who are interested in art and culture, fitting within our target audience.

Methods

- Participants will interact with the paper prototype.
- They will be given a set of tasks to perform.
- Participants will be encouraged to think aloud during the test to provide insight into their thought process and experiences.
- Notes will be taken during these interactions, and any encountered issues will be recorded.
- After each task, participants will be asked questions to gather feedback and insights.

Tasks:

- Go to the Japan page.
- From the japan page try to go to the italy page
- Try to go back to the home page.

Task 1

I asked the participants if they could go to the page dedicated to japan from the home page.

All 3 participants managed to go to the page dedicated to japan.

Q1: was it easy to go to the page dedicated to japan?

P1: “yes, i just clicked on the japan word under the heading explore”

P2: “ yes, it was very easy”

P3: “ yes, it is clear where i had to click”

Q2: If i made the countries or clickable words another color, would it be better?

All three participants said yes to this question.

Task 2

While on the page dedicated to the japan. I asked the users if they could go to the page dedicated to italy, without going back to the home page.

All 3 participants managed to go to the page dedicated to Japan.

Q1: was it easy to go to the Italy page from the Japan page?

P1: “yes, in the navbar was an explore page with the other countries.”

P2: “yes, it was in the drop down explore tab in the navbar.”

P3: “ yes”

Task 3

For the last task i asked the participants if they could go back to the home page from the page dedicated to Japan.

All 3 participants managed to go back tot the home page

Q1: was it easy to go back to the home page?

P1: “yes, I just clicked on the logo in the navbar”

P2: “yes, I had to click on the globe, makes sense since there is a globe in the main page”

P3: “ yes, I just clicked on the sphere”

conclusion:

The user testing for the Project X development website based on a paper prototype was successful in identifying key usability aspects.

The testing feedback indicates that the current navigation structure is effective, but visual enhancements such as changing the color of clickable words can further improve usability. This insight will be implemented to enhance the user experience.

