


Name Chomchanok Y., Nuttapon H. Student code 600611007, 600611010Application name: FeedMe**Testing Review****Usability Testing Plan**

Objective	Task with context/scenario	Participant
Users can navigate through shop menu correctly and without confusing.	<p>(e.g. As an emergency unit officer, you are assigned to enter a record for a new emergency patient who just came in to the emergency room from a minor car accident.)</p> <p>As an user, you are assigned to buy cloth from the game.</p>	<p>(e.g. User group 1: Emergency unit worker</p> <p>User group 2: Relative of the patient</p> <p>User group 3: Nurse)</p> <p>User 1 : Student in HCI who has never played this kind of game before.</p> <p>User 2 : Student in HCI who has played this kind of game before.</p>

Usability Testing results and Recommendation

Problems identified (Image or sketch)	Recommendations (Image or sketch)	Principle(s)/Heuristic(s) that is/are violated	Explanation
<p>User do not know what the thing in the circle is. So, they don't know that they have to press that button which in this case is a basket.</p> 	<p>(e.g. Add text “* Required” after the required field name*)</p> <p>Change the button to be something easier to recognize</p>	<p>(e.g. Visibility of actions)</p> <p>Match between the system and the real world</p>	<p>(e.g. Users are not sure which field he can leave out. So he asked. If the fields are marked, user should know what to do.)</p> <p>Users don't know what that button is, so they don't know that they have to press that button</p>

Up-to-date Prototype

(Image or sketch)

