**HJP2 – TASK 2: USABILITY TESTING**

**User Experience Design – C856**

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I started this project by producing a low-fidelity wireframe. The wireframe was a basic design of the project, and it eventually underwent some guerrilla usability testing. The users that were tested had suggested removing the secondary navigation element and implementing a comment box on the contact page. I incorporated the user feedback into my prototype, hoping to better the experience.

After completion of my prototype, it underwent some usability testing to ensure it functioned as expected. The testers uncovered issues that I didn’t notice, like my pictures incorrectly scaling, no descriptive text on images, and some elements being in the wrong place. The testing helped me find issues with my prototype which were causing the users confusion.

The design I had in mind throughout the process changed, leading me to think about what was important to the users. If I was to continue my design further, I would incorporate the feedback I received from my latest testing, like adding descriptive text to images, fixing the display of some elements, and fixing the width of my images.