

# USABILITY PLAN

RBDC Training Management Page

## Participant Selection

Participants must be managers at RBDC in Rexburg, ID. To select participants, visit the Research & Business Development Center at 310 N. 2nd E. Suite 145, Rexburg, Idaho 83440, or contact the office by phone at (208) 356-5009. The managers know you're coming, and should be available for you to conduct a study with. To fit the persona, prefer managers with a technical background, particularly those with an understanding of software development.

## Hypothesis

1. The user will be confident that the training he/she is editing will render as he/she expects it to.
2. The user will be able to quickly edit a presentation when there are less than 25 training modules.
3. The user will have difficulty finding and editing modules once more than 25 training modules exist.
4. The user will prefer this method for managing training modules when compared to their previous method
5. The user will quickly become familiar with how to use the training modules page.

## Script and Interpretation Guidelines

Exp.	Hypotheses	Step	Experiment	Interpretation
<b>A</b>	1	1	Ask the user to edit an existing training's content by boldfacing the entire content. After completion, ask the user how they expect the content to render.	If the user is unsure of what the final training will look like, this is a failure. If the user is confident of what the training will look like, this test passes.
<b>B</b>	2	2	Remove or add modules to the page until there are only 5 modules left. Ask the user to edit the 4 <sup>th</sup> module.	If it takes longer than 2 seconds to begin editing the 4 <sup>th</sup> module, this is a failure. Otherwise, success
<b>C</b>	3	3	Remove or add modules to the page until there are at least 25 modules. Make note of the title of a module that is not initially visible. Ask the user to edit the module you made note of.	If it takes longer than 2 seconds, this counts as a failure. Otherwise, success.
<b>D</b>	4	4	Ask the user which method of managing trainings they think they will prefer, this or their old method.	Ask follow up questions as necessary, looking for reasons they prefer this or the other interface

E	5	5	Ask the user if they feel familiar with the interface they've been using. If they are not familiar, ask them to estimate how long it will take them to become familiar, and what impediments to familiarity they see.	This is a clear success if they are already familiar. If they estimate they will become familiar with the interface within a few days of using it, it is also a success. Estimations over a few days constitute a failure.
---	---	---	-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

## GRADING

	Exceptional 100%	Good 90%	Acceptable 70%	Developing 50%	Missing 0%
Participant Selection 10%	The selection criteria is likely to find the best candidates for the study	It is easy to tell whether a given candidates matches the selection criteria	Participant selection criteria will find people matching the persona	The selection criteria miss a key aspect of the persona	Missing participant selection criteria
Hypotheses 40%	Every plan hypothesis is directed towards a real usability concern <b>and</b> all the concerns are addressed	Every plan hypothesis is directed towards a real usability concern <b>or</b> all the concerns are addressed	Hypotheses map to the "key usability issues" of the skin being analyzed	The hypotheses do not relate to the usability challenges of the skin	Missing plan hypotheses
Script 20%	The script is "highly likely" to collect great data on every hypothesis	Every plan hypothesis is represented in the script	Script will uncover the "key usability issues" mention in the hypothesis	The script will not likely uncover any usability issues in the skin	The script is missing
Interpretation 30%	Same as "Good" and it will be "unambiguous" how to score every hypothesis	The lab will be able to address every plan hypothesis through the interpretation guidelines	Data interpretation guidelines will prompt the lab to look for the key issues	The interpretation guideline does not give sufficient detail to know what to look for in the study or how to score the design	Interpretation guidelines are missing