Usability Testing Protocols: YOUniversity

Jackson, Karson, Katelynn

1. Testing the program will be done on paper for the questionnaire and with a computer in an empty room. The users will start with the questionnaire. Section one will ask general questions to fill out some information about the user. After completing this, they will move to section two of the questionnaire which will direct them with goals to utilize on the program on the computer. They will then finish the third section of the questionnaire, asking about the program itself, and conclude the session.
2. Rules and Instructions:
   1. We will instruct them to follow the questionnaire before using the program. This will give them the instructions they need to log in, and tasks to deal with on the project.
   2. “After completing section two of the questionnaire, feel free to play with the program as you like. Make a few new schools with different colors, sort them differently, and use it as much as you wish to get a good feel for the program!”
   3. “Once you’re done, complete the questionnaire.”
   4. “Then, you’re done!”