

Test Plan

To: DCOM Professors

From: Joseph D'Angelo

Subject: Proposal Usability Test

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Test Subjects

The users participating in my usability test would be three of my fellow classmates.

During the test they would be the primary audience and their goal would be to navigate through the wireframes and be able to fully understand each section

Goals

I have three goals for my usability test. First was the wireframe easy to navigate? Do the labels reduce the kinematic load of the user? Finally, how easy was it to find what you were searching for on a scale of 1-4?

Test Tasks

- Users will be asked to navigate each page of my wireframe
- Users would be asked to find an item in each wireframe and then give feedback as to whether or not it was easy to find
- Grade my site's effectiveness to show content important to my client on a scale of 1-4

Data Collection

Data will be collected through Likert scales, feedback, number of clicks, and time spent performing tasks.

Data Evaluation

Evaluation will be done in the following ways:

- Comments provided by the user will be taken into consideration as to how the site can be improved.
- Likert scale ratings will be taken to evaluate usability of site.
- Time spent on each task and number of clicks (with finger) taken will be taken for both the original site and my revisions to be compared.

Test Script

Introduction: Today, you will be a user for my usability test plan. This test plan is designed to test effectiveness of my wireframe. This is not a test for you; it is a test to see how well the wireframe performs. You will be the wireframe then you will be asked to perform tasks based on which wireframe you have. After performing said tasks you will answer some follow-up questions.

Task 1: When you first land on the wireframe what is the first item that draws your attention and what would you do first?

Task 2: What would you expect to find if you clicked on the Design tag on the navigation bar?

Task 3: Navigate to the design section of the site and find one of my previous works.

Task 4: What would you expect to find if you clicked on the Programming tag on the navigation bar?

Task 5: Navigate to the programming section of the site and find one of my works.

Task 6: I need to show my audience my ability to program and design while also showing that he is creative, on a scale of 1-4 how well do these wireframes show these traits?

Closing

Your input will be evaluated, thank you for participating in my usability test plan. Based on your input I will make the necessary changes to my wireframes.

-Thank You

