**Usability Test Template**

**1. Create a document with the following areas. You will use your document during the usability test next week.**

**2. Goal of the site:**

Explain the goal of your site in 2-3 sentences.

First, the goal of my site is to meet the requirement of my clients. Second, the goal of my site is to help my client’s shop obtain more revenue. Third, the goal of my site is to help my client’s shop increase the popularity in the local.

**3. User testing detail:**

Name, phone, age, employment, special interests, and any other items you are interested in.

**Name:** Zhiqiang Zhu

**Phone:** +86-1382566xxxx

**Age:** 53

**Employment:** Manager of Human Resources

**Special Interests:** love eating sweet food and swimming

**Other items:** does he can make cake by himself? Why he likes eating sweet food and spicy food together?

**4. Pre-test questions:**

Create three questions to ask your tester prior to the test. These questions should be aimed to gather information regarding your test as a potential user of the site.

1. Do you think this website makes you feel more appetizing?
2. Does this website is easy for you to use?
3. How is your experience of purchasing through this website?

**5. Test tasks and schedule**

• Write a series of steps for the user to follow in using your site. At a minimum the user should be able to navigate the site, check out the specials and subscribe to the newsletter.

• Attempt to gain information regarding how the user feels about the site.

• Use the “Talk Aloud” method of gaining user feedback.

**6. Post-test debrief:**

Come up with 3 questions to ask the user regarding their input about the site

1. Do you think the input shows clear information?
2. Do you think the input ask for reasonable registration?
3. Do you think the input is able to recognize the incorrect input?

**7. Usability Scale**

Use these items to rate your test’s feeling about the site. You may use the items as questions in the post-test debrief.

• **Learnability:** How easy is it for users to accomplish basic tasks the first time they encounter the design?

Could you tell me how easy for you to accomplish the first tasks?

• **Efficiency:** Once users have learned the design, how quickly can they perform tasks?

How quickly you can perform tasks after you learned the design?

• **Memorability:** When users return to the design after a period of not using it, how easily can they reestablish proficiency?

How easily can you reestablish proficiency after a period of not using it?

• **Errors:** How many errors do users make, how severe are these errors, and how easily can they recover from the errors?

How many errors do you made?

Do you think these errors are severe?

How easily can you recover from the errors?

• **Satisfaction:** How pleasant is it to use the design

How pleasant do you use the design?