Give Instructions Before Starting: i.e.

* "You will be asked to perform a sequence of tasks, e.g. 'Add this to your favourites'. You will then be required to hover your mouse over the corresponding element on the screen, the 'favourite' button. Once this is done, you will be asked to rate the difficulty on a scale from 1-5 (easy-difficult). You will then be asked to explain your thinking process."
  + The reason for this is that it makes it more clear for the user, and it gives us clearer indication that any delay in reaction is due to ability to acquire the target element rather than confusion of how the test works.

Use the Zillow Rental Screenshots:

* In the recording you are using screenshots from the property sales listings, rather than the rental listings. This is important as there is a difference in the UI layout based on whether the user is searching through rentals or sales listings.

Break the sequences up rather than directly going between different user sequences.

* Have more of a separation between the cognitive walkthrough and target acquisition parts of the test. For example, sometimes Abishek states his thinking before he does his action, which adds to the time taken to complete an action. This means that we cannot use time as a metric for measuring the usability. I propose instead that we restructure how each question is handled. Testers should use the following order:

1. Complete the task (hover over correct element on screen)
2. Rate how easy it was (1-5)
3. Explain their thinking. "I was thinking that the button should be here so I moved my mouse to that position"

We don't need to worry about editing the search use case because we won't be doing that on HME. Should focus more on the re-using the search.

Like the 3 likes/3 dislikes question that’s good.