Testing the Prototype Guide (Review before testing & after prototyping)

Testing your prototype allows for improving your design for the next iteration. You should test your design with actual users to evaluate your design decisions, understand their actions/reactions and points of confusion. For this exercise, ask one of your peers outside your design team to role play as the user, by understanding the user’s need.

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| **Before**  (Preparation) | As a team create your testing plan by responding to the following questions:   * What aspects of this prototype do you want to learn about in this test? * How will you plan to test that? Telling the story? Showing a tangible object? Providing instructions? Or a combination of all? * What is the process of testing? * What is the start and end point? * Who will do what? (Take notes, observe, record and interact with the person.)   Recommendations   * Test with one of your team members prior to bringing in an outside person. * Think out loud. * Make the process tangible and visual. |
| **During** (Observation & Learning) | Observe more and try not to interrupt the process of testing. Take note and don’t rely on your memory. This is an opportunity to learn about your design not proving it!     * Ensure your testers that you are testing your design not them. * Ask them to think out loud. * Don’t push the tester to think like you and let them have the freedom of experiencing on their own. * The tester may use your design in a different way than expected. In that case, you may need to change your design to limit the ways of using your design or be inspired to adopt your design to address their needs better. * Thank them! |
| **After**  (Reflection & Iteration) | * Share your notes with your team. * Discuss how to reflect the learning on your design. * Update your prototype! |

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Testing the Prototype Worksheet

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| **Before**  (Preparation) |  |
| **During** (Observation & Learning) |  |
| **After**  (Reflection & Iteration) |  |

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