# QUAL

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## **USER INTERVIEWS**

Find a few potential customers to give detailed feedback on your prototype

### **SEND OUT A SURVEY**

Create a survey
with quant and
qual questions
and send it out to
a listserv

## ADWORDS + WEBSITE

Make a quick website like what you'd sell your product on. Buy a few ads and see how people interact

# **USER INTERVIEWS (E.G. SOM PEOPLE)**

Find customers (strangers) via <u>craigslist/Yale listservs</u>. Sign up with a few questions, so you can <u>filter for your customer definition</u>

In person, use an interview script to walk through simulated product experience:

- 1. Make them feel at ease with a few **context questions** ("How do you normally choose your breakfast?")
- 2. Introduce the **prototype**: "Would you be willing to look at some prototypes?" "Since I didn't design this, you won't hurt my feelings or flatter me"
- 3. Walk through a set of **tasks**. Use nudges (like clues to a treasure hunt: "how would you decide if you would download it?")
- 4. **Debrief**: if you could have three magic wishes about the product, what would they be? How does this product compare to what you do now? How would you describe this product to a friend?