

# Test

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# Overview

## 1 Q 1.4: Conducting a usability test

# 5 E's

- Effective
- Efficient
- Engaging
- Error Tolerant
- Easy to learn

# Think Aloud Protocol

Have the user tell about their thoughts, impressions, considerations and actions.

# Participants

- Moderator
- Scriber
- Observer
- User

# Conducting a Usability Test

- ① Planning
  - Place, Time
  - Test cases
- ② Executing
  - Briefing
  - Execution
  - Debriefing
- ③ Reporting
  - Collecting/Organize
  - Aggregate/Summarize
  - Analyze

# Reporting Example

## Measuring Efficiency

<b>Task</b>	<b>Avg (sec)</b>	<b>STD</b>
Task A	18	0.5
Task B	43	3.1
Task C	185	11.9
Task D	73	4.2

# The End

*“Testing shows the presence, not the absence of bugs.”*  
— *Edsger W. Dijkstra*