USABILITY TEST PLAN DASHBOARD

**BUSINESS CASE**

Why are we doing this test? What are the benefits? What are the risks of not testing?

This test is intended to test out whether the prototype can be understood and used by the users. If we discover that they find it difficult to complete the tasks, maybe we have to rethink the illustration in time. If we did not test, maybe we will not realize we are on the wrong way.

**LOCATION & DATES**

Where and when will the test take place? When and how will the results be shared?

This test will be held online, via zoom. The results will be shared after the completion of 5 tests and the results will be shared in later analysis.

**EQUIPMENT**

What equipment is required? How will you record the data?

Recording of their actions and sounds.

I will record their actions while use the prototype. And I will keep 3 basic and important figures, response rate, error rate and satisfaction rate by calculation.

**AUTHOR CONTACT DETAILS FINAL DATE FOR COMMENTS**

Ask users’ preferences

Make an analysis

State the tasks to be done

Record their actions

Observe users’ actions

Have an interview

**PRODUCT UNDER TEST**

What’s being tested? What are the business and experience goals of the product?

The user tested out in my prototype to find the appropriate script killing game room in Hong Kong.

Try to help the merchants to better manage the reservation system and try to attract more customers. As for users, this product is trying to help them find the most interesting place to play.

**TEST OBJECTIVES**

What are the goals of the usability test? What specific questions will be answered? What hypotheses will be tested?

This test is intended to find whether users can smoothly use the function in current prototype to reach their goals, such as making an reservation in script killing game.

I will ask the users to find the reservation button to book a play room in advance without any cues.

**PARTICIPANTS**

How many participants will be recruited? What are their key characteristics?

5 people will be interviewed.

They had the experience of playing script killing games, and they are eager to book a game in advance.

**TEST TASKS**

What are the test tasks?

I will ask users to find the appropriate script rooms in Hong Kong in our prototype first, and then make a reservation in this place. After that, they can browse the pages freely.

**RESPONSIBILITIES**

Who is involved in the test and what are their responsibilities?

I will randomly pick up 5 script killing games fans. They are going to help me test out the prototype and I will ask their satisfaction rate about the user experiences and some suggestion for improvements.

**PROCEDURE**

What are the main steps in the test procedure?

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THANKS FOR BEING PART OF THE USERFOCUS COMMUNITY

I love creating articles, resources and eBooks for the user experience community.

But it's my consulting and training work that pays the bills.

If you want to support the work that I do, here are some ideas.

Dr David Travis @userfocus

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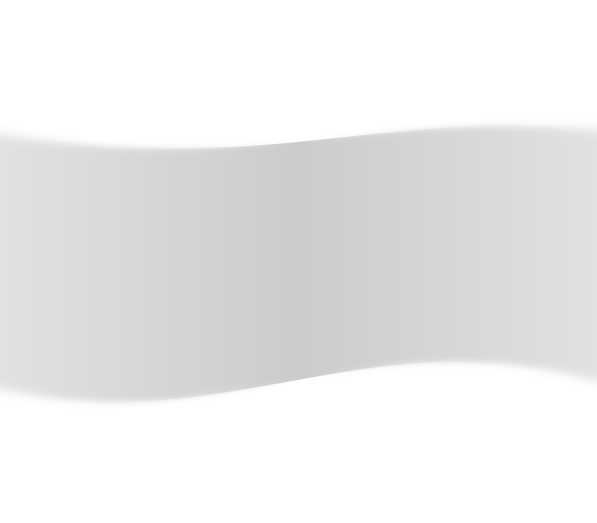
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