

# Usability and Testing



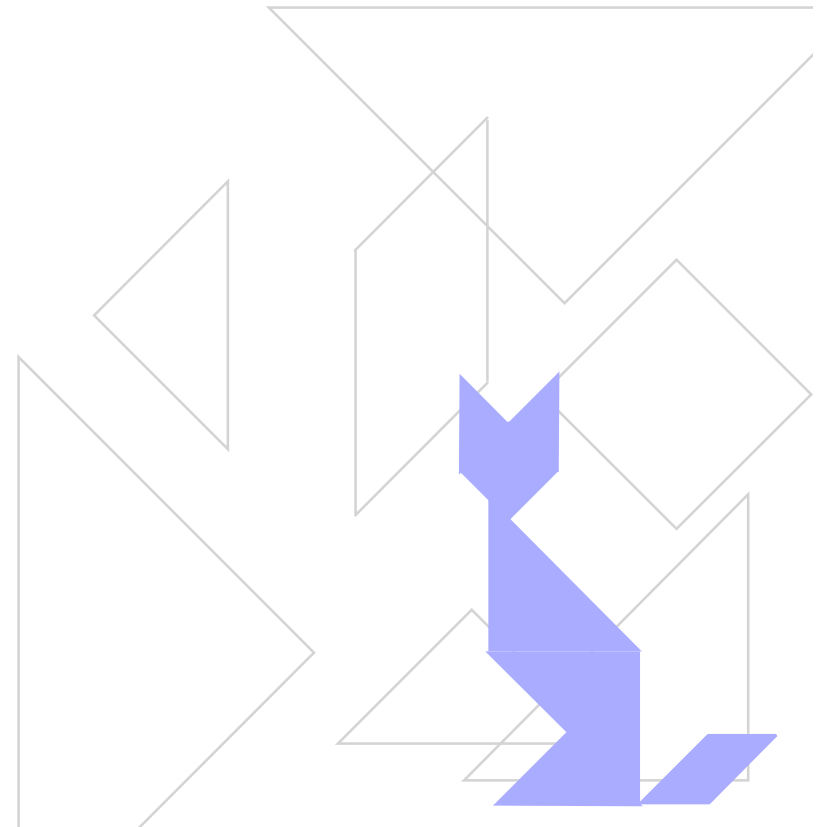
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# Introduction



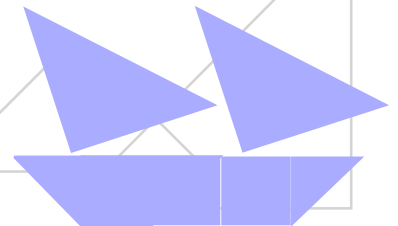
## What is Usability?

- Usability is about maximizing:
  - ◆ effectiveness,
  - ◆ efficiency and
  - ◆ satisfaction.



# Introduction

- ◆ Why is Usability important in game development?
  - Playing games is voluntary.
  - Competition in the market is fierce.
  - Games are large and complex programs.
  - For gaming to continue to increase its popularity, the ease of setting up games and a fluent gaming experience are of the essence.



# Testing Usability

- ◆ Two methods:
  - Expert evaluation
  - Usability testing
- ◆ When to test usability?
  - As early in the production process as possible.

# What to test?

- ◆ Ease of learning
- ◆ Efficiency of use
- ◆ Memorability
- ◆ Error frequency and severity
- ◆ Subjective satisfaction



# User-Centered Design

- ◆ An approach for employing usability.
- ◆ Structured product development methodology that involves users throughout all stages of development, in order to create a product that meets users' needs.
- ◆ This approach considers an organization's business objectives and the user's needs, limitations, and preferences.

## Step-by-Step Usability Guide

