**Testing Stage**

**What is testing?**

Testing presents the opportunity to learn and understand all aspects of your solution, such as it’s end-users, potential flaws, etc.

**What is the test mode?**

The test mode is the stage at which you request feedback from the users, regarding the prototypes you have created. Allowing you to gain more empathy for your users.

**A rule of thumb:** Always prototype assuming your right, but test your prototypes assuming you are wrong.

**Reasons for testing**

* **Refine prototypes** – testing improves the next iterations of your prototypes. Often cases, it requires you to repeat the cycle and going back to the drawing board.
* **Learn about your user** – getting your prototype in the hands of the end-user, means you get an understanding of the prototypes usage, performance and expectations of the end-user.
* **Refine your point-of-view (POV)** – testing often reveals that not only did you fail to obtain the correct solution, but you learn that you have incorrectly defined the problem.

**Applications of testing**

* **Avoid interfering too early** – present you prototype to the user but initially avoid giving explanations about the products functionality. Rather observe the user and see how they use or misuse the product and how well they interact with it.
* **Create experiences** – don’t create your prototype in such a way that it gives explanations of it’s functionality or features to the user, rather create an experience that the user has to interpret and evaluate on their own.
* **Observe**

**Visualizing prototypes for testing in digital tools**

A prototype is a visualization of an **idea** it can be a sketch, website, paragraph, bullet points.

**Methods of Testing**

**Cognitive Walkthrough**

Involves testing the ability to use interactive features of the prototype in order to identify design flaws.

This method focuses on:

* Tasks
* User Interface (UI)
* Learnability (one kind of usability)

This method can be carried out:

* without ‘real’ users
* before a system is put in place
* with prototypes, mockupss, etc.

**Software testing**

Involves testing whether digital solution meets the needs of the user, a prototype such as a website, mobile application, etc.

**Heuristic evaluation**

Is a type of usability testing method, where experts review the prototype and compare it against acceptable and standard usability principles