

Portfolio User Testing Plan and Analysis

Who will be user testing my portfolio?

James Whitley

Where will this user testing happen?

On a discord call

What is the step by step process?

1. Before starting the user testing I will ask James if he does not mind being recorded
2. Open my portfolio website from the public url so he can access
3. Once the website is accessed on his side, I let him navigate the website how he wants
4. I wait for any questions he might have while navigating my portfolio
5. After the testing, he gives me feedback on what he likes and doesn't like of my portfolio
6. I write all feedback down and how the user testing went with possible transcript
7. I make tweaks on my portfolio I see necessary from his input

User Testing Analysis

A recording was made of a Discord call with my friend James, who served as the user tester for My Portfolio. It was a 30 minute call, which I will link as interactive media in the learning outcomes.

I began by introducing myself and James and explaining the purpose of the call, while also asking for his permission to record the session. I provided James with the URL to access My Portfolio, just five minutes after successfully pushing the 3D environment integration onto the her. a.

Once James accessed the portfolio, I allowed him to explore and interact with it freely to form his first impressions. James, being a 3D modeler in Blender, focused more on the 3D environment. He complimented elements like the little white room, my desk, monitor, and laptop. He questioned the inclusion of the Nintendo Switch and the cactus, to which I explained they were recommendations based on feedback to make the environment livelier.

While exploring, James discovered that clicking on the monitor triggered a camera pan to the monitor, revealing an iframe in the center. This iframe displayed HTML content, such as the work I've done (shown on the desktop monitor) and an "About Me" page (shown on the laptop monitor).

There were some issues with pushing the files to the school server, which caused alignment problems and broken elements in the HTML or iframes. However, these are issues I can fix quickly. James provided feedback on various aspects, including color choices, font styles, button design, and the structure of the HTML. Overall, he liked the portfolio.



James interacted with both monitors to confirm their differences. One monitor displayed a page about me, unrelated to school, while the other showcased my school-related work. Although there was some missing styling that bothered me, it was something I could fix easily.

He raised questions about the structure of the project page and the learning outcomes page. The learning outcomes page was structured to make navigation easier for assessors grading my portfolio. He gave valuable feedback about the navigation, particularly pointing out that a first-time user might not know to click on the monitors or understand what content clicking would reveal. I kept this feedback in mind when making minor updates to the portfolio.

Later, I gave James specific tasks, such as finding details about my skills and locating a specific link from a particular learning outcome. Since James had already spent time navigating the portfolio, he quickly completed these tasks, which suggested that, despite the lack of initial guidance, the navigation was intuitive once users explored a little.

Reflection

Although user testing wasn't mandatory, it provided significant insights into design choices and areas for improvement. For example, regarding navigation, I learned that no one understands the structure as well as I do, so adding small hints or instructions can greatly improve usability.

Some suggestions discussed during the session included:

- Adding hover text over the monitors to indicate their functions (e.g., "About Me" on one monitor and "School Work" on the other).
- Adding a flickering light effect to the monitors to draw attention and encourage users to click on them.

For future user tests, I plan to provide tasks at the beginning or set a time limit for users to explore the website freely. In this test, I gave James a lot of time to explore first, so when I assigned tasks later, he already knew where to go. This made it difficult to assess whether the navigation was intuitive for a new user.

Another important realization was the value of obtaining feedback from someone impartial. While James provided great input, I suspect he may have been overly kind due to our friendship and may have avoided harsher critiques of my work. For future tests, I plan to involve someone from school who may provide more objective feedback.

This session was an eye-opener regarding navigation and how to make My Portfolio more user-friendly for those who stumble upon it for the first time.

