

Project: User Testing

1. At this point your design should be using a prototyping tool.
2. Run user tests with at least six people (each group member should do two). Specify why you chose these six people. Write down your observations.
3. After running the tests, look for breakdowns in your interface and try to understand what the problems are and how you might fix them. As much as possible, keep things consistent between your user tests: follow the same protocol, ask similar questions, etc. Write down all your thoughts so you don't forget them.
4. After testing, discuss the findings with your group. Go through all your notes. Define some general patterns in user behavior. Discuss what you learned from user testing and all modifications you will make to your design based on them.

Submit to the assignment folder on D2L titled User Testing a zipped folder containing:

1. Who worked on this assignment and what each person did.
2. Submit a link (URL) to the design showing **the prototype**.
3. Detailed notes on how each of your user tests went and what you noticed.
4. Summary of the problems you discovered in your interface and what you will modify based on your user tests before the final project.