

Welcome!

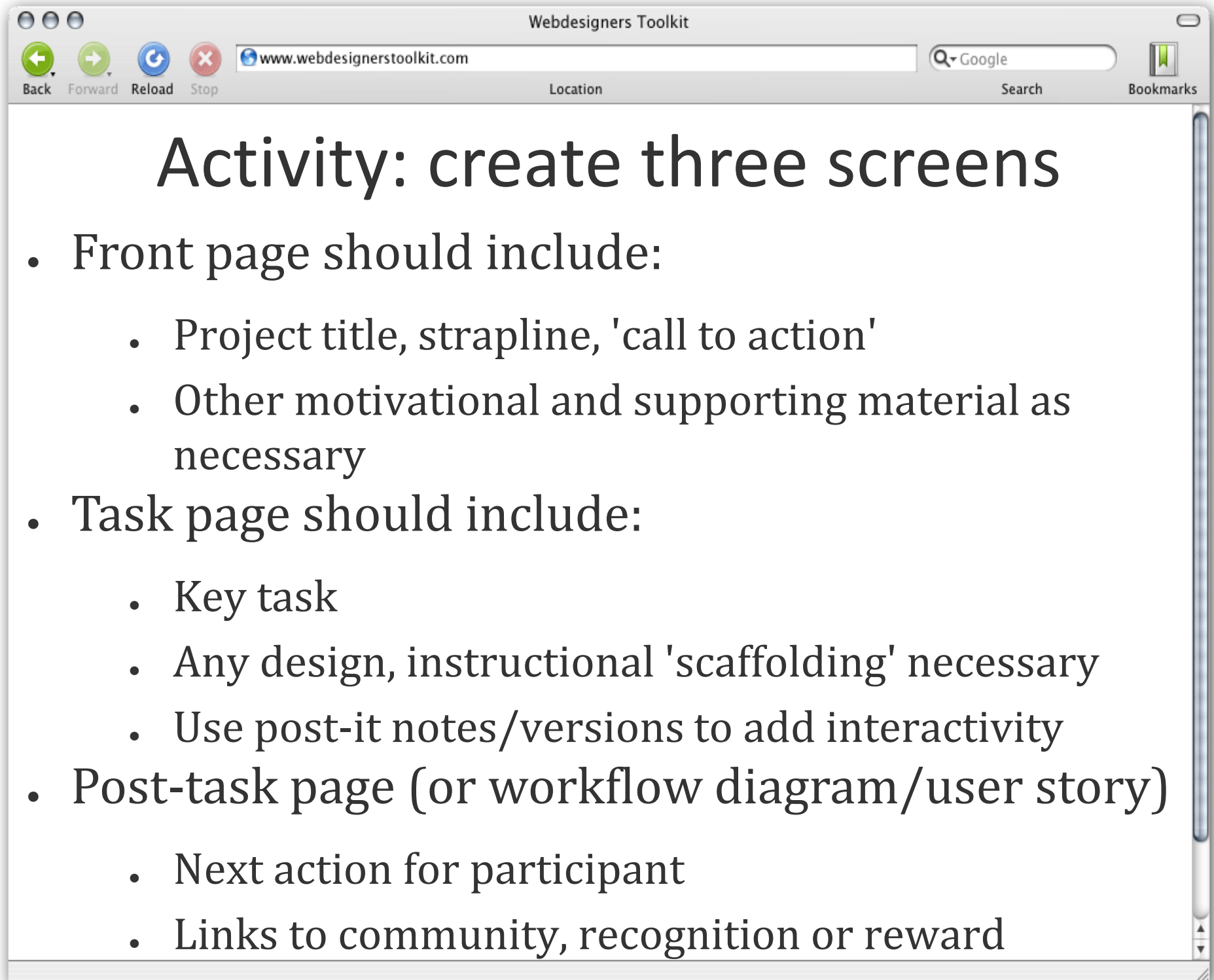
Session 7: Tuesday, 1:30 – 2:45 pm

- Hands-on: creating testable prototypes – and testing them!

Creating testable prototypes

Testing with paper prototypes example:

<http://www.youtube.com/watch?v=9wQkLthhHKA>



Key points

- For your project, decide:
 - How it relates to your mission
 - What content goes in, what content comes out
- If you're not sure how to get there, create variations on a theme
 - Different audiences, different workflows, different task types or size, different microcopy

For your variants...

Who is the audience?

- Which motivations for starting, continuing are you appealing to?
- How are participants rewarded?
- How will they know they're doing their tasks well?

Content

- Does the input content need processing or cleaning first?
- How might you validate the results?
- Where does this task fit in the overall workflow?

Activity: plan and run guerrilla tests

- Apply what you've learnt so far to sketch out research questions (what you're testing), tasks and scenarios
- Pilot your tests on each other
- Find participants and test your prototypes!

Planning usability testing (redux)

Work out what to test,
choose tasks that'll test that,
write scenarios to provide some context,
recruit participants,
pilot test, (update it) and do 'pre-flight' checks,
debrief, prioritise and report.