



# User Test

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# Introduction

- Users involved directly in the evaluation of a product or interface
- To collect valuable data regarding how users interact with the interface
- Also to discover further problems users may face with while using the interface
- User-Test employ several supplementary methods.

Some common supplementary methods for a User-Test:

- Think-Aloud Method
- Questionnaires
- Interviews
- Eye-Tracking

## Design Phases



# Introduction – When to use it

## Prototype Phase

To investigate how well the prototype & the main functionalities fit to users' needs.  
To integrate the feedback to the prototype during the development to improve user experience

## Test Phase

To discover further needs & problems users may face with while using a relatively complete product  
To discover users' behavior thought & feeling towards the products.  
This is usually an iterative process.

# Instructions

## Step-by-Step



1. Build a Prototype or Product to test
2. Determine Objectives
3. Determine Participants
4. Choose the tasks for users to perform at the workshop
5. Document the test
6. Data Analysis

# Instructions

## Evaluation & Recommendations



### Pros:

- Flexible to choose which supplementary methods for the test
- With low budget and limited resource, design team can still conduct high-quality test
- Very helpful to investigate the problems and evaluate the product
- Help improve user experience

### Cons:

- Each supplementary method has its own disadvantages

To conduct a comprehensive user-test and to get better results, it is recommended to use a combination of supplementary methods.



# Contact

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