

GUI Observation Testing



Tools



RECORDED SESSION



OBSERVED NOTES



VERBAL USER FEEDBACK

Deliverable



ANALYSIS REPORT



RECOMMENDATION



IMPLEMENTATION

ITERATIVE TESTING APPROACH

User testing is a technique to aid in interface usability and user centered design. Testing is carried out during various stages of a projects life to determine if the design is reaching its objectives. Testing parameters can range from simple to specific as necessary. With this approach, the amount of sessions, users, and questions are determined by objectives and budget. What we do know is that any test, even in the simplest terms, provides invaluable data on how your users interact with the interface.

GUI Observation testing is the observation of a person through proximity or video using an interface. Generally, testing is used for sub-performing web or applications, prototyped wireframe or design, static screens or as final measure before launch of a new interface. Users will be given objectives or questions to direct the session.

Questions for testing will be derived from a variety of sources such as: discussion of business goals, qualification of interface and layout, user profiles (target audiences), analytic performance, or user feedback. Generally 5 to 20 objectives or questions are prepared for the user and presented through verbal or written commands. On occasion the testing environment is less formal and may be presented as a discussion of the interface between user and observer.

Based on research and provided information of user profiles and target audiences we will work with the client to select participants. The number of participants will range and vary based on budget, user profiles, and target audiences.

The results will be compiled and evaluated into an Analysis Report comprised of:

- Overview
- Observation Log
- Recommendations
- Steps for implementation