

### SNS COLLEGE OF TECHNOLOGY



## Coimbatore-36. An Autonomous Institution

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**COURSE NAME: 19CSE315 – UI/UX DESIGN** 

III YEAR/ VI SEMESTER

#### UNIT – V MODELING THE EXPERIENCE AND DESIGN

**Usability Testing & types and process** 

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### Introduction



- •Usability testing is a crucial step in the design process aimed at evaluating a product's user interface (UI) and user experience (UX) by testing it with real users.
- •It involves observing users as they interact with the product to identify usability issues, gather feedback, and make informed design decisions.







## Why is Usability Testing Important?

- •Usability testing helps ensure that the product meets the needs and expectations of its users, leading to increased user satisfaction and retention.
- •It uncovers usability issues early in the design process, saving time and resources in the long run.
- •By involving real users in the testing process, it provides valuable insights that designers and developers might overlook.

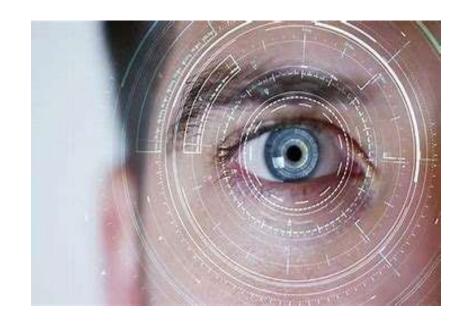




## Goals of Usability Testing



- •Identify usability issues and pain points in the UI/UX design.
- •Gather feedback from users to understand their needs, preferences, and behaviors.
- •Validate design decisions and iterate on the design to improve usability.





# **Key Components of Usability Testing**



- •Test Plan: Define objectives, scenarios, and testing methods.
- •Participants: Recruit representative users for testing.
- •Tasks: Create realistic tasks for users to perform.
- •Observation: Observe users' interactions and gather feedback.
- •Analysis: Analyze data to identify patterns and insights.
- •Iteration: Use findings to make iterative improvements to the design.

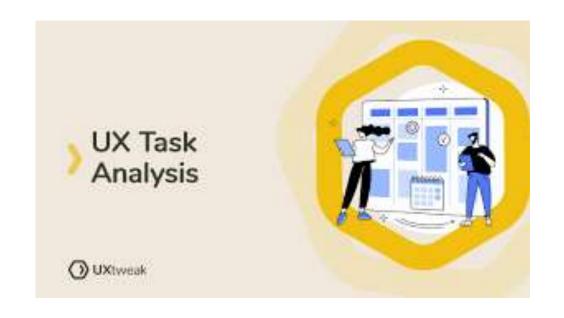




## **Types of Usability Testing**



- •Remote Testing: Conducted online with participants in their natural environment.
- •In-Person Testing: Participants interact with the product in a controlled setting.
- •Guerrilla Testing: Informal testing with users in public places.
- •Moderated vs. Unmoderated Testing: With or without a facilitator guiding the session.





## Types of Usability Testing and its Process



#### **Remote Usability Testing**

#### Process:

- Define objectives and tasks.
- Select a remote testing platform.
- Recruit participants and schedule sessions.
- Conduct tests remotely, observing participants' interactions.
- Gather feedback and analyze results.

#### **In-Person Usability Testing**

#### Process:

- Define objectives and tasks.
- Set up a testing environment with necessary equipment.
- Recruit participants and schedule testing sessions.
- Conduct tests in-person, observing participants' interactions.
- Collect feedback through interviews or questionnaires.
- Analyze findings and identify areas for improvement.





## Types of Usability Testing and its Process



#### **Guerrilla Testing**

#### Process:

- Select a location with high foot traffic.
- Approach potential participants and ask them to perform tasks.
- Observe participants' interactions and gather feedback on the spot.
- Note down insights and areas for improvement.
- Iterate on the design based on feedback.

#### **Moderated vs. Unmoderated Testing**

- •Moderated Testing:
  - Facilitated by a moderator who guides participants through tasks and asks follow-up questions.
  - Allows for deeper insights and clarification of user actions.
- •Unmoderated Testing:
  - Participants complete tasks independently without a facilitator.
  - Provides more natural user behavior but may lack in-depth feedback.



### **Usability Testing Process**



#### 1.Planning Phase:

- 1. Define objectives, tasks, and testing methods.
- 2. Recruit participants representing the target audience.

#### 2.Execution Phase:

- 1. Conduct testing sessions, either remotely or inperson.
- 2. Observe participants as they interact with the product and complete tasks.
- 3. Collect feedback through verbal cues, screen recordings, or surveys.

#### 3. Analysis Phase:

- 1. Review data collected during testing sessions.
- 2. Identify usability issues, patterns, and areas for improvement.

#### 4.Iteration Phase:

- 1. Implement design changes based on insights from usability testing.
- 2. Test iteratively to validate improvements and refine the UI/UX design.





## **Conclusion**



- •Usability testing is essential for creating user-centered designs and improving the overall user experience.
- •By incorporating usability testing into the design process, we can create products that are intuitive, efficient, and enjoyable to use.
- •Usability testing is essential for creating user-centered designs and ensuring a positive user experience.
- •By employing various types of usability testing and following a structured process, we can iteratively improve the UI/UX design of digital products.







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