Instructions for Testing Week 14

What do you have to test today? See below.

TESTING WIREFRAMES (if that's what you have today)

How You Test It:

You test a wireframe by making up tasks, usually all related to navigation: "How would you find _____?" "What would you expect to see when you click on this link?" Wireframe tests won't take very long because there's not a lot people can do with them. You'll usually do them in a session which includes testing of other things, like your existing site or other people's sites.

What You Get Out of It:

The main thing you're testing is your categorization scheme and naming: Are things where people expect to find them? Do the category names you're using make sense? Is it clear how the navigation is supposed to work? You may find, for instance, that you've organized your site according to your org chart and users don't think that way.

TESTING PAGE DESIGNS (if that's what you have today)

Typically, a Web site has a few unique pages (like the Home page) and a series of templates (like section front pages, article pages, and product pages) that are repeated throughout the site with different content. The next stage after wireframes is usually creating visual treatments (or "comps") of these different types of pages. Where wireframes focus on interaction, comps focus on the visual design.

How You Test It:

Starting with the Home pages, you lead them by the hand through comps and go through the first section and as much of the following sections of the <u>Beta Test Sheet</u>.

What You Get Out of It:

The purpose is to try to see if the visual design has introduced any usability issues. Can people figure out how each page is supposed to "work"?

TESTING WORKING PROTOTYPES AND BEYOND

Y going to have working pieces of the site available to test, ranging from prototypes to completed sections to the finished site.

How You Test It:

Go through the Beta Test Sheet, following the instructions. If you had more time, you could follow the process spelled out in <u>Chapters 5</u> through <u>9</u>.of <u>Rocket Surgery Made Easy</u>

What You Get Out of It:

All the insights you need to improve your site.