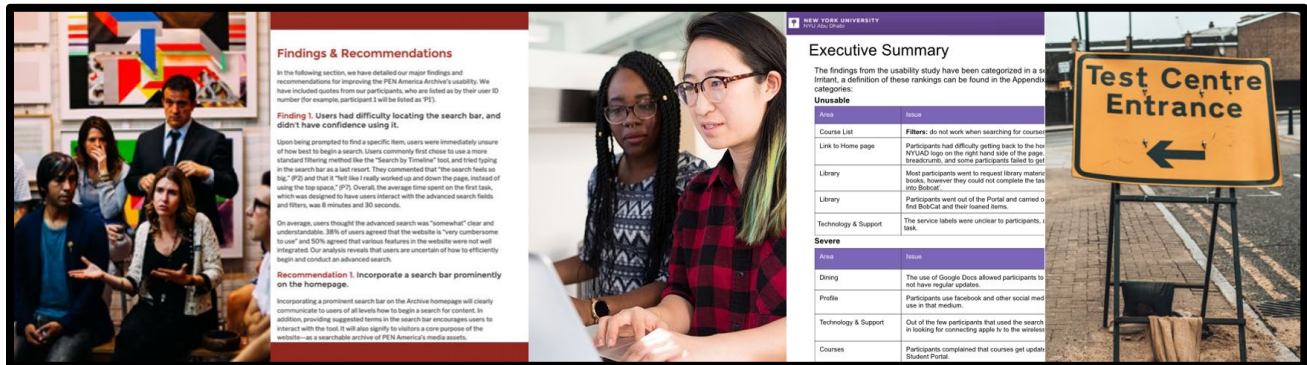


PROJECT 2: USABILITY TESTING



OVERVIEW

Usability testing is an essential component of design. If you're designing something that will be used by others, it needs to be tested for accessibility, applicability, and usability by a wide array of audiences. The purpose of usability testing is to uncover usability problems by observing potential users performing tasks on a prototype. Several documents are generated during the development, analysis, and reporting of a usability test, but for this project you will be focusing on audience analysis and a usability test plan.

Think of this project as a long proposal for your third project: once you're separated into groups for Project 3, you will need to decide amongst yourselves which project you'll pursue.

For this assignment, you will be designing and a usability test on an object of your choice. The object must be something that would undergo usability testing before public release: applications, websites, games, tutorials, and instruction sets are examples of this, but you are welcome to think outside the box. Past classes have conducted usability tests on board/card games, games from cardgames.io, government websites, WikiHow instructions (like [How to Clean a Pumpkin](#) and [DaVinci bridges](#)), and phone apps (webtoons, Instagram, and [peloton](#)). **Your object must be something you have access to and can potentially usability test with others.**

To support the goals and outcomes of this course, you are asked to interact with individuals outside of class. It is designed to teach research methods through student interaction with individuals or data about individuals, and is designed to help you understand the concepts covered in the course. These interactions should pose no risk to you or others. However, it is important for you to understand the potential for harm that exists when conducting research. These risks are exacerbated when individuals outside the classroom are minors, pregnant, prisoners, or people who are otherwise vulnerable.

Potential Resources

- [wikiHow](#): a website filled with tutorials, such as [How to Dry a Wet Book](#), [How to Take Cornell Notes](#), [How to make Flavored Water](#), and [How to Make Yeast](#)
- [itch.io](#): a website for indie and amateur game developers to publish games. some games are free, such as [Mondays: A Sisyphean Typing Game](#), [Unwording](#), and [Last Bus Home](#)
- [YouTube](#): want a video tutorial explaining something? this is the place for video tutorials on (almost) anything you can think of, including the original [Etho Clock in Minecraft](#), recipes for the [Skyrim Sweetroll](#), and how to [replace the front brakes on a Dodge Neon](#)

OUTCOMES MET

- Use technical writing theories and approaches to analyze and solve problems individually and in teams
- Apply primary and secondary research methods and strategies to produce technical documents
- Demonstrate awareness of both the technical and human needs of users, paying special attention to accessibility, cultural diversity, and global sensitivity
- Interpret, contextualize, explain, and visualize data sets in specific rhetorical contexts or problems

DELIVERABLES

Full descriptions are available on Brightspace.

- Project Proposal Memo
- CITI Human Subjects Research Training Completion
- Usability Testing Plan
- Process Memo