Homework 3: Due Tue, Feb. 9 (two weeks)

Turn in your answers to the following in class by the due date. Your answers should be formatted as a short “report” on the current usability of your system and the modifications you plan on making to increase the usability and quality of your software. Your “report” should consist of approximately one page per usability test—where each test should be described (instructions, hypotheses, why), the results of the test given (what was observed during the test and captured in the discussion with the user), and the changes your team will make regarding the results.

1. Define usability tests. Come up with a set of usability tests for your system that will help you ensure your application is high-quality and usable for your target users. Your usability tests should be described in three parts: (a) high-level instructions of the task the user should perform; (b) your hypotheses/questions related to the task; and (c) why you feel the test is important to your application. You should develop somewhere between 3 and 7 total tests, where the total number of tests will depend on the complexity of your application and how much you have implemented.

2. Perform the usability tests. Select at least two users from your target user group and perform each test with each user. Be sure to write down observations during the test and the results from debriefing with the user.

3. Meet with your group and decide on changes. Meet with your group and go over all of the observations and issues you discovered and discussed with the users. Decide as a group on what steps to take to improve the usability of your application.