DSGN 203: USABILITY TESTING

Transcript title

Usability Testing

Credits

4

Grading mode

Standard letter grades

Total contact hours

40

Lecture hours

40

Prerequisites

DSGN 103 and DSGN 104.

Prerequisites with concurrency

DSGN 202.

Course Description

Introduces the concept of usability testing for UI design. Emphasizes how to plan, create, and complete a usability study. Repeatable for credit.

Course learning outcomes

- 1. Distinguish how to work with different groups of human test subjects.
- 2. Create all materials for a full usability study including plans, scripts, and reporting recommendations.
- 3. Analyze data and make appropriate design recommendations.
- 4. Use UX-specific terminology to analyze work and receive and provide feedback.

Content outline

- 1. Best Practices for Working with Human Test Subjects
- 2. Usability Test Methods
- 3. Usability Test Plan
- 4. Usability Test Script
- 5. Conducting Usability Tests
- 6. Usability Test Results and Planning for Future Test
- 7. Reporting Findings and Making Recommendations
- 8. A/B and Preference
- 9. Testing
- Constructive critique, giving, and receiving feedback between instructor and classmates

Required materials

Students will need to provide specific materials used in this course; please see the syllabus for a detailed list.