

USER TESTING QUESTIONS:

INTRODUCTION: To make sure I am well prepared for user testing in different stages I created a document in with questions accordingly to the stage of my process in terms of both design and functionality of my portfolio. These were the questions I made for myself. At some stages the questions are repetitive but that is because I would keep asking 3 new people (with ICT background) to user test for accuracy.

Stage 1: digital prototype figma:

Allow the user to go through my prototype with a timer. In this time I remain silent and let the user figure out what is going on. Afterwards I jump in to ask questions:

1. What do you see? (What is being tested?)
2. When you scroll, what is your impression ?
3. What do the colors remind you of ?
4. Does the font type match the rest of the style?
5. Can you go to projects?
6. Can you go to learning outcomes?
7. What is challenging for you?
8. Could you provide me with a tip/top?

People tested:

Name 1:

Name 2:

Name 3:

Stage 2: digital (with ipad doodles) prototype figma:

Allow the user to go through my prototype with a timer. In this time I remain silent and let the user figure out what is going on. Afterwards I jump in to ask questions:

1. What do you see? (What is being tested?)
2. When you scroll, what is your impression ?
3. What do you think it's about?
4. Does this remind you of school drawings? Could you give an example?
 - a. what are the keywords you'd describe when looking at the colors
 - b. what are the keywords you'd describe when looking at the doodles
5. Does the font type match the rest of the style
6. Can you go to projects?
7. Can you go to learning outcomes?
8. Could you provide me a tip/top?

People tested:

Name 1:

Name 2:

Name 3:

Stage 3: coded portfolio

Allow the user to go through my website with a timer. In this time I remain silent and let the user figure out what is going on. Afterwards i jump in to ask questions:

1. What do you see? (What is being tested?)
2. When you scroll around, what is your impression ?
3. Do you relate to this style in some way?
4. Does the font type match the style?
5. Can you go to projects> lo's> home?
6. Is all text legible?
7. Do the images fit the contexts?
8. Could you provide me a tip/top?

People tested:


Name 1:

Name 2:

Name 3:


Can also use as reference:


USABILITY TEST PLAN DASHBOARD

AUTHOR		CONTACT DETAILS		FINAL DATE FOR COMMENTS
PRODUCT UNDER TEST What's being tested? What are the business and experience goals of the product?	TEST OBJECTIVES What are the goals of the usability test? What specific questions will be answered? What hypotheses will be tested?	PARTICIPANTS How many participants will be recruited? What are their key characteristics?	TEST TASKS What are the test tasks?	RESPONSIBILITIES Who is involved in the test and what are their responsibilities?
BUSINESS CASE Why are we doing this test? What are the benefits? What are the risks of not testing?		EQUIPMENT What equipment is required? How will you record the data?		LOCATION & DATES Where and when will the test take place? When and how will the results be shared?
PROCEDURE What are the main steps in the test procedure? 				

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Here is the feedback I got


Checkpoint 6 Paul - user test feedback 27-03-2025


**Shingrani, Tina T.** 17 days ago

I shared my current designs and wireframes with Paul, along with the questions I prepared for user feedback. These questions were structured across three stages of user testing to ensure thorough and consistent feedback. Each stage involved three different ICT students from semester three, as they have experience with wireframes and relevant ICT concepts.

The first stage focused on a basic, non-designed wireframe, the second on a fully designed wireframe, and the third on the coded website. This approach allows me to gather feedback at each step and iterate effectively based on the insights I receive.

Our discussion was quite detailed, as I explained the purpose of each question and how I planned to use the responses in my research. Along the way, I identified questions that were either repetitive or too complex for users to answer, leading me to revise or remove them. Initially, most of my questions were yes/no, but I reworked some into open-ended ones to encourage more detailed responses, giving me richer insights to refine my design.

 Reflecting on this process, I feel that working with Paul helped me critically assess and improve my questions. His feedback allowed me to refine my approach, making the user testing more effective. Now, with my questions finalized for all three stages, I feel well-prepared and organized for the next steps.



Post feedback

Summary of checkpoint: I shared my wireframes and feedback questions with Paul across the three testing stages. His input helped me spot and improve repetitive or complex questions, changing many yes/no ones to open-ended for better insights.

Reflection: Reflecting on this experience, I realized how valuable feedback is in shaping effective user testing. I thought first to skip this step but it is very useful to have an experts view on to things as small as questions cuz it shapes the bigger picture. In general Paul's input pushed me to think more critically about my questions, that led to clearer, more insightful responses. This process not only improved my research (and my future research)but also boosted my confidence in conducting user tests moving forward.