

# **User Test**

Done by Zakaria Tadmiri for Stations 1 and 2

## **1. Defining goals**

- Does the layout or flow work as intended?
- Are users able to complete the assigned tasks without external help?
- Where do they get confused?
- Is there any other feedback from the user?

## **2. Target users**

- Anyone but the focus is on co-students and stakeholders.

## **3. What to test?**

- Web product for project development.

## **4. Testing method**

- In person
- Online through discord

## 5. Scenarios

Tested by user 1

Scenario	Succes?	Issue Location	Feedback/Notes
Go to the “ <b>ervaringsplein</b> ”	Yes/ <b>No</b>	“Ervaringsplein” button in the top bar.	Main content image ervaringsplein button is not functional.  Station navigation has to go from index.html  The ervaringsplein button has to be more noticeable.
Complete “ <b>visuele beperking - kleurenblindheid</b> ”	<b>Yes</b> /No	Kokervisie tab knop is niet opgemerkt.	The tab button got ignored, next button clicked instead (so fix)
Complete “ <b>visuele beperking - kokervisie</b> ”	<b>Yes</b> /No	De game instruction	This instruction was not noticed. So the user did not know what to do.
Complete “ <b>auditieve beperking</b> ”	<b>Yes</b> /No	Next button	Doesn't go to station 3

Tested by user 2

Scenario	Succes?	Issue Location	Feedback/Notes
Go to the “ <b>ervaringsplein</b> ”	Yes/No	Ervaringsplein button at the top bar	Main content image ervaringsplein button is not functional.
Complete “ <b>visuele beperking - kleurenblindheid</b> ”	Yes/No	Legend  Colors in the grid  Next button	Legend exposes what color the available one is.  Colors aren’t realistic and too challenging.  Early stage so next button did not go to station 2 yet.
Complete “ <b>auditive beperking</b> ”	Yes/No	The game itself	Got feedback saying that it really isn’t a realistic situation.

Tested by user 3

Scenario	Succes?	Issue Location	Feedback/Notes
Go to the “ <b>ervaringsplein</b> ”	Yes/ <b>No</b>	“Ervaringsplein” button in the top bar.	Main content image ervaringsplein button is not functional.
Complete “ <b>visuele beperking - kleurenblindheid</b> ”	<b>Yes</b> /No	Color grid  Tabs	Good clarity, but user asked for better colors since these aren’t realistic (cinemas would never use those colors).  The tabs were below the game which is not good according to the user
Complete “ <b>visuele beperking - kokervisie</b> ”	<b>Yes</b> /No	Instruction	This instruction wasnt noticed by the user.
Complete “ <b>auditive beperking</b> ”	<b>Yes</b> /No	Bij volgende knop  The purpose	Doesn’t go to station 3  User said that the second station didn’t have much of a game element to it.

Tested by user 4

Scenario	Succes?	Issue Location	Feedback/Notes
Go to the “ <b>ervaringsplein</b> ”	Yes/No	“Ervaringsplein” button in the top bar.	The ervaringsplein button has to be more noticeable.
Complete “ <b>visuele beperking - kleurenblindheid</b> ”	Yes/No	tunnelvision tab button not noticed.	The tab button got ignored, next button clicked instead (so fix)
Complete “ <b>visuele beperking - kokervisie</b> ”	Yes/No	Position of the red towel	Game too easy because red towel can be seen directly under the instruction.
Complete “ <b>auditieve beperking</b> ”	Yes/No	Next button	Doesn't go to station 3