**Time:** 10 minutes

**Overview:** This is the second round of user testing.

**Objective:** Students will be able to complete their second round of user testing.

**Materials & Setup:** None

**User Testing**: Students (the designers) ask the user to test the product/process.

**Activity:**

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| **Overview** | **Details** |
| **User-Testing Reminders**  Question: What are some things to consider when observing/interviewing the user? | * Before User Testing, go through all concepts with students: (consider each section as an assignment/assessment after review for a quick check-in): * Show don’t tell: Put your prototype in the user’s hands – or your user within an experience. Let your user interpret the prototype. Watch how they use (and misuse!) what you have given them, and how they handle and interact with it. * Create Experiences: Create your process/prototypes and test them in a way that feels like an experience that your user is reacting to, rather than an explanation that your user is evaluating. * **Students need to authentically remind the users:** * You are the user * This solution was made FOR you * You have the full right to critique this solution * Your honest and specific feedback will make this solution better * Try the process or prototype and think:   + Does it solve your problem?   + How and how not?   + What do you like about it?   + What do you not like about it?   + What changes would you make to make it more usable and enjoyable? * When with the user, suggest having one pair of students gather observations and user feedback from the Test Log. More students may intimidate the user, but if it is a group of users, all members of the team can join. |