**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.
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