

IT 521 Proseminar I: Instructional Technology as a Profession
Week 7 Breakout Room Activity
Last updated October 1, 2014

For this breakout activity, you will work in your assigned groups for the Usability Testing of a Web Authoring Tool. As a team you will shift gears from being a user to a usability evaluator. First, choose two artifacts from all of the artifacts that each member in your team critiqued for the Week 7 asynchronous activity. Then as a team plan how you would engage in a usability testing of the two artifacts by involving users from the target audience. In this brief exercise you will not engage in the usability testing, but just plan it while you weigh the costs and benefits of your testing methods.

In your discussions address the following questions and be prepared to present your thoughts on them to the while class during whole class discussion.

1. Brief description of the artifact
2. Who is the artifact intended for? (e.g. target audience age range, gender, reading level, and any other information that is relevant for this usability)
3. What are the likely tasks that the user will engage with the artifact?
4. What method do you propose as a team to engage in a usability testing of the artifact?
5. What are the low cost methods your team propose for usability testing and what are the higher cost methods your team propose?
6. What are the costs and benefits for each method your team is proposing?

When appropriate refer to Rubin & Chisnell (2008) Ch. 1 & 2 Krug (2005) Ch. 10 from the Week 7 readings to refer to usability methods that they described.

You will have 40 minutes to complete this activity; thus, you will have to be efficient and use your time wisely. You need to work to learn as a team in this group, so I will not assign specific roles; however, it may be a good idea to set roles, agenda for how you will work on the activity as a team.