

# Agile Development & Usability Testing

Monday, September 25, 2017



Practice creating prototypes that will allow you to test your ideas

## Prototyping

- Concept Prototype \*
  - Ideation Notes
  - Project Brief
- Interaction Storyboard
  - made of Wireframe Sketches



Practice real-world design research by testing your prototype in the field

## Usability Testing

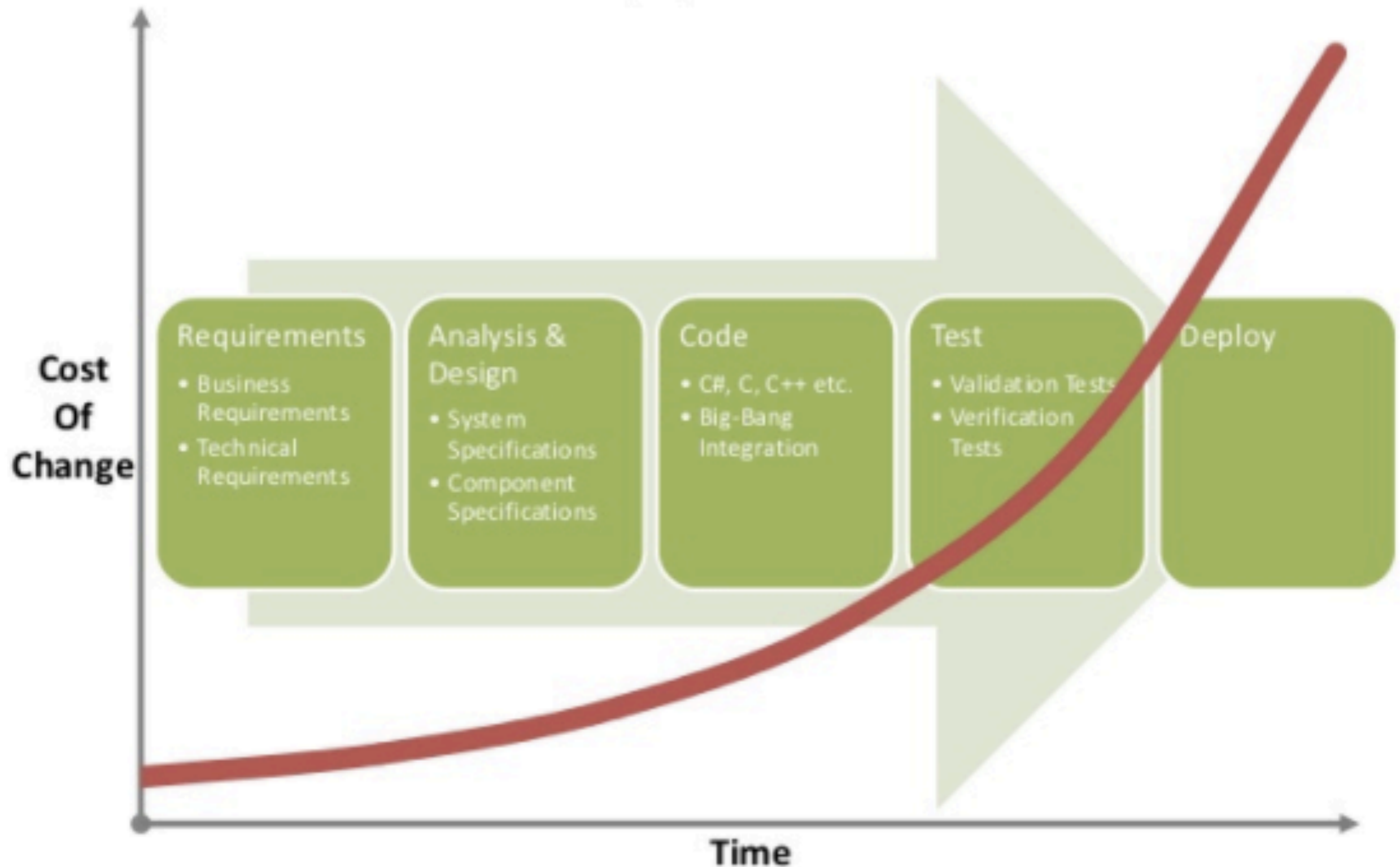
- Peer Feedback:

\* Items with asterisk indicate Quiz 2 significance

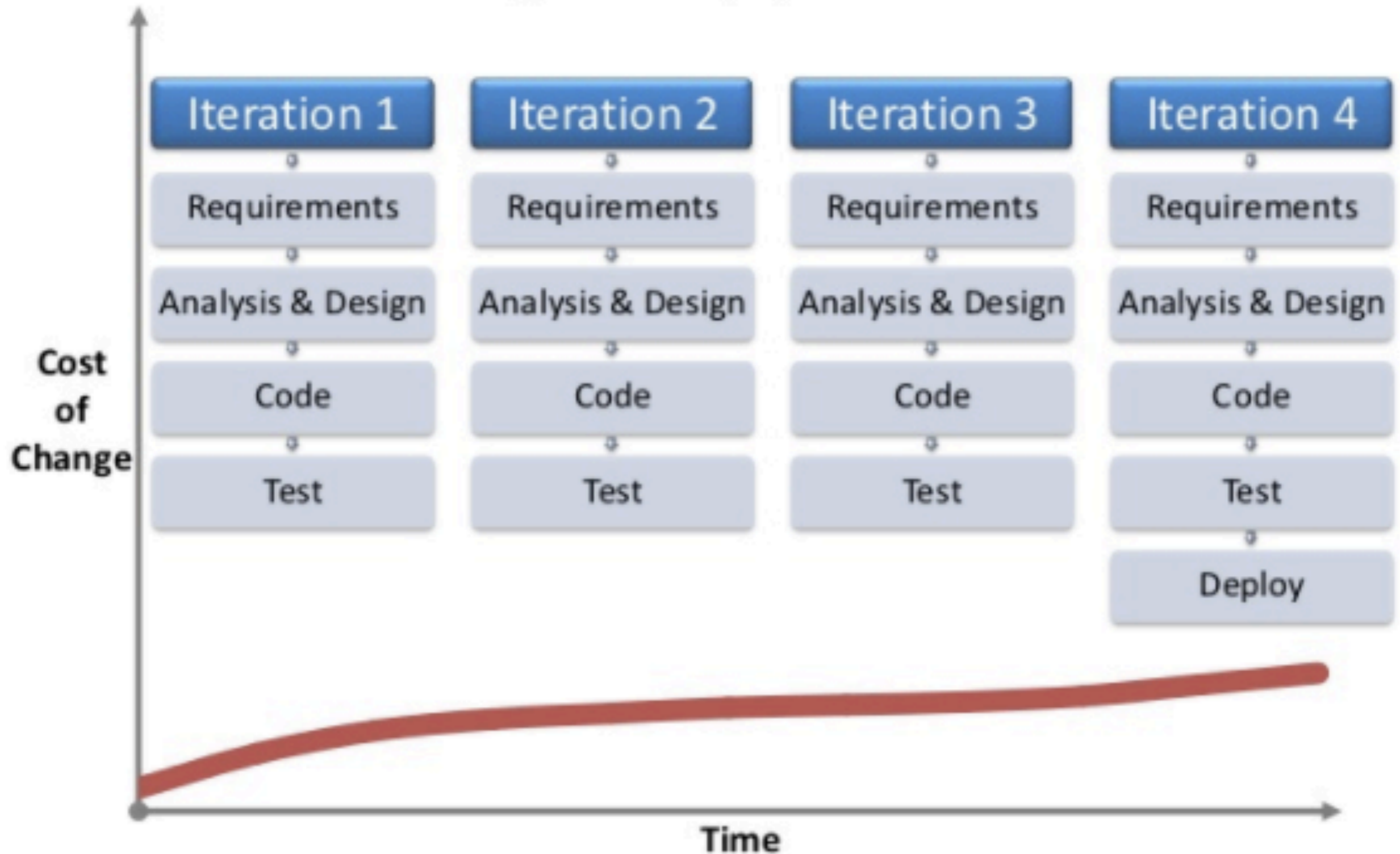
# Agile Development (attributes)

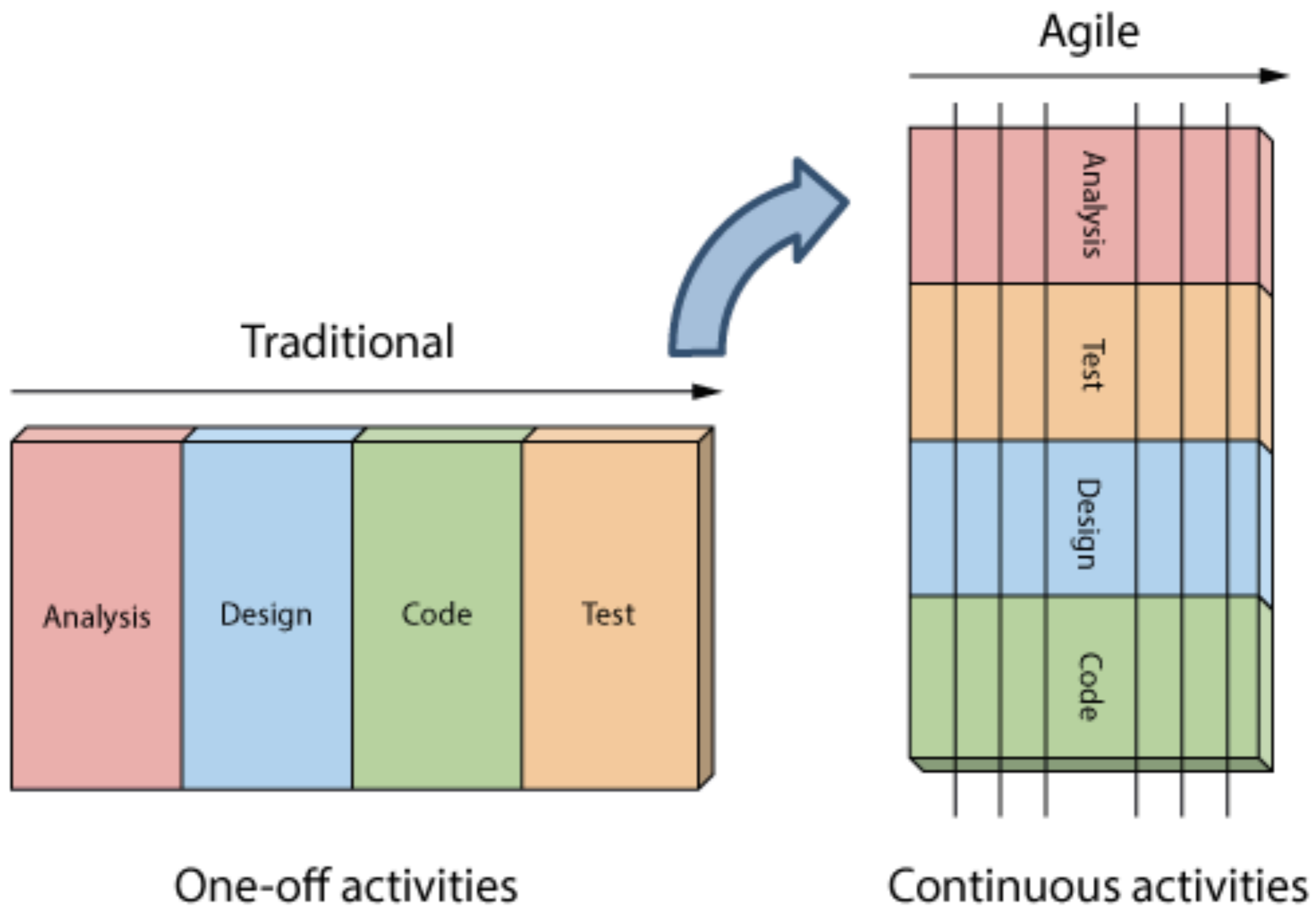
- Agile Development is a project management methodology that focuses on a highly collaborative workflow with swift iterative sessions of development and testing.
- Design Sprints: Tight Iterations (1-2 week production). Revisit the original plan repeatedly to
- Streamlined meeting times and design documents.
- Time-boxing: Plan your time by the clock versus feature or functionality of a concept. This methodology is based on set development schedule for
- Highly Collaborative. Team member roles can change based on production need. Teams cross-pollinate.

# Traditional Approach - Waterfall



# Agile Approach





# What is a Story?

- Functionality that provides value
- Written in business (domain) language
- Ideally < 2 days work
- “As a <role>, I want to <feature> so that <benefit>”

Independent

Negotiable

Valuable

Estimable

Small

Testable

# Critique Etiquette

- Use a Filter: Gather initial thoughts and reflection, revisiting them in the right context.
- Don't Assume: Find out the reason behind thinking, constraints, or other variables during your observations.
- Lead with Questions: Show an interest in their process.
- Talk About Strengths: Critique isn't just about the things that aren't working.

Source: [Discussing Design: The Art of Critique](#)

# Usability Tests

- Each student will pair with another student and exchange Paper Mockups.
- Critiques will counted as a Participation grade
- Teams will compare and compile feedback for final version and deliverable of prototype.

# Critique Activity pt1

(get acquainted with the project and its creators)

Students will engage in critiques with their team by participating in class discussions about their concept and prototypes. Students will open the critique session with by providing first impressions/observations. Use the prompts below.

- 1) What problem was the designer trying to solve or what goal were they trying to achieve?*
- 2) How did the designer try to solve that problem or achieve that goal?*
- 3) How effective is what the designer did at solving the problem or achieving the goal?*
- 4) Why is or isn't what the designer did effective?*

# Critique Activity pt2

## (Usability Testing)

Students will engage in peer feedback with test users attempt to break the functionality and emulated interactivity of paper prototypes. Creators will emulate interactivity

5) How many breaks occurred in

# Reference

- Agile Testing and the Role of the Agile Tester by Declan Whelan is Licensed under CC BY 4.0
- Discussing Design: The Art of Critique by Declan Whelan is Licensed under CC BY 4.0