Time: 50 minutes, or longer class periods for testing.

Overview:
Students will work with their teams to test the process or product to reduce or eliminate any bugs or noticeable issues. This phase is considered the last part of the design process: Learn→ Imagine → Create → Test. However, it is typical in the User-Centered Design to repeat the process many times. In this unit, we will cycle through the design process three times.

Objective: Students will be able to test processes or products.

Materials & Setup:
[Test Log](#)

Activity:

Overview	Details
Act like the user: test the process/product Question: What issues or problems arise when you act like the user in this test process or product?	● Using the new Process/Product, teams will assign one person to act as a user in the team, the remaining team documents what they notice the user has as a problem other team members write what the tester says. ● If it makes sense for the students, have members rotate roles to get out all possible issues documented in the [Test Log](#). ● Once the issues or problems are written in a log, they should share with the teacher as a check-in. ● Once the check-in looks approved for the teacher in terms of rigor, detail and thoroughness, the students can begin the next cycle again in the next activity process.
Use the process or product like a child Question: What new issues arise?	● Once you test the process or product normally, be sure to test it in odd ways--are there any major issues that arise? Be sure to test differently and document then repair these oddities.
Make all necessary changes Question: Did you fix all the issues?	● This may take one day, half a day or multiple days. Let teams work after class if possible. Testing can widely vary based on the new process or product. For example, if teams created a new website that offers volunteer tutoring, they should try leaving information blank on a webpage. Perhaps they send a follow-up email. What happens if no one responds to that email? They need to consider all possible routes of error and fix them.