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:

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.