

Instruction for this paper

Each team member should find at least one person to try out the draft of the instructions to see if they can easily complete the task, and how the instructions can be made clearer, shorter, or better in any other way. Based on the feedback you get in this stage, you will be revising the instruction set. Your team will also provide me with a short memo (250-500 words) describing who you chose to test on (what is their experience and level of proficiency with software of this type?) and what kind of feedback you received.

This memo is a summary of all your team's tests.

Usability Resources

Usability testing can refer to observing users work with any number of things (machines, websites, software, instructional texts) and making targeted revisions based on those observations, but many of these materials will refer to the usability of websites. Much of the information will carry over into whatever medium you are working in. **These are not assigned readings**, simply a set of resources for you to look over as you plan and implement your usability tests.

Usability Testing

(Links to an external site.)

Links to an external site.

: This is an article introducing basic methods of usability testing. Actually, the entire website this article appears on is [a massive repository](#)

Links to an external site.

of user-centered testing information provided by the U.S. Department of Health and Human Services, so if you want to look around, you'll probably find something useful.

Usability Testing Demystified:

Links to an external site.

This article tries to flesh out and simplify the process of usability testing. And the website it appears on, [A List Apart](#) [Links to an external site.](#)

, has a wealth of good information on usability testing and other aspects of writing and design.