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Handbook of Usability Testing: How to Plan, Design, and ...

This fully revised handbook, a leading resource since 1994, provides clear, step-by-step guidelines to help you test your product for usability. Completely updated with current industry best practices and more varied examples, it can give you that all-important marketplace advantage: products that perform the way users expect.

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Handbook of Usability Testing: How to Plan, Design, and ...

Overview. Whether it's software, a cell phone, or a refrigerator, your customer wants - no, expects - your product to be easy to use. This fully revised handbook provides clear, step-by-step guidelines to help you test your product for usability. Completely updated with current industry best practices, it can give you that all-important marketplace advantage: products that perform the way users expect.

Handbook of Usability Testing: How to Plan, Design, and ...

Handbook of Usability Testing: How to Plan, Design, and Conduct Effective Tests. by Jeffrey Rubin. 3.96 · Rating details · 524 ratings · 13 reviews. Presents a step-by-step approach to usability testing in today's fast-paced industrial production environment, where reducing time to market has become a prerequisite for survival.

Handbook of Usability Testing: How to Plan, Design, and ...

Handbook of Usability Testing: How to Plan, Design, and Conduct Effective Tests, Second Edition. by Jared Spool, Dana Chisnell, Jeffrey Rubin. Released May 2008. Publisher (s): Wiley. ISBN: 9780470185483. Explore a preview version of Handbook of Usability Testing: How to Plan, Design, and Conduct Effective Tests, Second Edition right now.

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Handbook of Usability Testing, Second Edition: How to Plan, Design, and Conduct Effective Tests Published by Wiley Publishing, Inc. 10475 Crosspoint Boulevard Indianapolis, IN 46256 Copyright 2008...

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Usability testing can be as simple as listening to people as they use a prototype of your app for a few minutes in a cafeteria. Usability testing is effective because you can watch potential users of your product to see what works well and what needs to be improved. It's not about getting participants to tell you what needs adjusting. It's about observing them in action, listening to their needs and concerns, and considering what might make the experience work better for them.

How to Conduct Usability Testing from Start to Finish

Handbook of Usability Testing: How to Plan, Design, and Conduct Effective Tests.

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Handbook of Usability Testing. : Jeffrey Rubin, Dana Chisnell. John Wiley & Sons, Mar 10, 2011 - Computers - 384...

Handbook of Usability Testing: How to Plan, Design, and ...

Throughout this book we use the term usability testing to refer to a process that employs people as testing participants who are representative of the target audience to evaluate the degree to which a product meets specific usability criteria. This inclusion of representative users eliminates labeling as usability testing such techniques as expert evaluations, walk-throughs, and the like that do not require representative users as part of the process.

2. What Is Usability Testing? - Handbook of Usability ...

Handbook of Usability Testing: How to Plan, Design, and Conduct Effective Tests Jeffrey Rubin, Dana Chisnell Limited preview - 2011. About the author (2008) Jeffrey Rubin, author of the first edition of this book, has more than 30 years of experience as a human factors and usability research consultant and lecturer. A pioneer in the field of ...

Handbook of Usability Testing: How to Plan, Design, and ...

Jeffrey Rubin, Dana Chisnell. 4.70 · Rating details · 10 ratings · 0 reviews.

Handbook of Usability Testing, Second Edition, is a nuts-and-bolts guide for beginners, loaded with tips and tricks for effectively testing products of all types. From software, GUIs, and technical documentation, to medical instruments and exercise bikes, no matter what type of product, readers will learn to design and administer reliable tests to ensure that people find it

Handbook of Usability Testing: How to Plan, Design and ...

Example Usability Test Session Here is an example test session. The facilitator will welcome the participant and explain the test session, ask the participant to sign the release form, and ask any pre-test or demographic questions. The facilitator explains thinking aloud and asks if the participant has any additional questions.

Running a Usability Test | Usability.gov

Handbook of Usability Testing : How to Plan, Design, and Conduct Effective Tests by Dana Chisnell and Jeffrey Rubin (2008, Trade Paperback / Online Resource) The lowest-priced brand-new, unused, unopened, undamaged item in its original packaging (where packaging is applicable).

Handbook of Usability Testing : How to Plan, Design, and ...

Handbook of Usability Testing, Second Edition, is a nuts-and-bolts guide for beginners, loaded with tips and tricks for effectively testing products of all types. From software, GUIs, and technical documentation, to medical instruments and exercise bikes, no matter what type of product, readers will learn to design and administer reliable tests to ensure that people find it easy and desirable to use.

Handbook of Usability Testing How to Plan, Design, and ...

Handbook of Usability Testing: How to Plan, Design, and Conduct Effective Tests Book - May 12, 2008 Authors/Editors: Jeffrey Rubin, Dana Chisnell, Jared Spool

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Handbook of Usability Testing (□□)

Usability testing is a method of testing the functionality of a website, app, or other digital product by observing real users as they attempt to complete tasks on it. The users are usually observed by researchers working for a business.

Whether it's software, a cell phone, or a refrigerator, your customer wants - no, expects - your product to be easy to use. This fully revised handbook provides clear, step-by-step guidelines to help you test your product for usability. Completely updated with current industry best practices, it can give you that all-important marketplace advantage: products that perform the way users expect. You'll learn to recognize factors that limit usability, decide where testing should occur, set up a test plan to assess goals for your product's usability, and more.

Usability Testing Essentials presents a practical, step-by-step approach to learning the entire process of planning and conducting a usability test. It explains how to analyze and apply the results and what to do when confronted with budgetary and time restrictions. This is the ideal book for anyone involved in usability or user-centered design—from students to seasoned professionals. Filled with new examples and case studies, Usability Testing Essentials, 2nd Edition is completely updated to reflect the latest approaches, tools and techniques needed to begin usability testing or to advance in this area. Provides a comprehensive, step-by-step guide to usability testing, a crucial part of every product's development Discusses important usability issues such as international testing, persona creation, remote testing, and accessibility Presents new examples covering mobile devices and apps, websites, web applications, software, and more Includes strategies for using tools for moderated and unmoderated testing, expanded content on task analysis, and on analyzing and reporting results

Moderating Usability Tests provides insight and guidance for usability testing. To a large extent, successful usability testing depends on the skills of the person facilitating the test. However, most usability specialists still learn how to conduct tests through an apprentice system with little formal training. This book is the resource for new and experienced moderators to learn about the rules and practices for interacting. Authors Dumas and Loring draw on their combined 40 years of usability testing experience to develop and present the most effective principles and practices – both practical and ethical – for moderating successful usability tests. The videos are available from the publisher's companion web site. Presents the ten “golden rules that maximize every session's value Offers targeted advice on how to maintain objectivity Discusses the ethical considerations that apply in all usability testing Explains how to reduce the stress that participants often feel Considers the special requirements of remote usability testing Demonstrates good and bad moderating techniques with laboratory videos accessible from the publisher's companion web site

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In this volume, the authors begin by defining usability, advocating and explaining the methods of usability engineering and reviewing many techniques for assessing and assuring usability throughout the development process. They then follow all the steps in planning and conducting a usability test, analyzing data, and using the results to improve both products and processes. This book is simply written and filled with examples from many types of products and tests. It discusses the full range of testing options from quick studies with a few subjects to more formal tests with carefully designed controls. The authors discuss the place of usability laboratories in testing as well as the skills needed to conduct a test. Included are forms to use or modify to conduct a usability test, as well as layouts of existing labs that will help the reader build his or her own.

Market_Desc: · Product Managers· Designers· Developers Special Features: · The authors are leading authorities on product usability testing; they will actively promote the book at conferences and training seminars· The first edition has sold more than 20,000 copies since it first published in 1994; the new book is 30% revised, with 100 new pages· The book covers testing of consumer products as well as software, so it has a very broad target audience· There is no direct competition About The Book: Handbook of Usability Testing, Second Edition, is a nuts-and-bolts guide for beginners, loaded with tips and tricks for effectively testing products of all types. From software, GUIs, and technical documentation, to medical instruments and exercise bikes, no matter what type of product, readers will learn to design and administer reliable tests to ensure that people find it easy and desirable to use. The Second Edition is fully updated---30% revised, with 100 new pages. Chapters are reorganized to reflect more current industry practices, outdated terminology is updated, and more varied examples are provided.

User research is global – yet despite its pervasiveness, practitioners are not all well equipped to work globally. What may have worked in Nigeria may not be accepted in Russia, may be done differently in Brazil, may partly work in China, and may completely fail in Kuwait. And what often goes less noticed, but can be equally vexing are technical, logistical and planning issues such as hiring qualified translators, payment procedures, travel issues, setting up facilities and finding test participants. The Handbook of Global User Research is the first book to focus on global user research. The book collects insight from UX professionals from nine countries and, following a typical project timeline, presents practical insights into the preparation, fieldwork, analysis and reporting, and overall project management for global user research projects. Any user experience professional that works on global projects -- including those new to the field, UX veterans who need information on this expanding aspect of user research, and students -- will need this book to do their job effectively. *Presents the definitive collection of hard won lessons from user research professionals around the world *Includes real-world examples of global user research challenges and provides approaches to these issues *Contains anecdotes and hard-won from the field that illustrate actionable tactics for practitioners

Once, human-computer interaction was limited to a privileged few. Today, our contact with computing technology is pervasive, ubiquitous, and global. Work and study is computer mediated, domestic and commercial systems are computerized,

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healthcare is being reinvented, navigation is interactive, and entertainment is computer generated. As technology has grown more powerful, so the field of human-computer interaction has responded with more sophisticated theories and methodologies. Bringing these developments together, *The Wiley Handbook of Human-Computer Interaction* explores the many and diverse aspects of human-computer interaction while maintaining an overall perspective regarding the value of human experience over technology.

Today many companies are employing a user-centered design (UCD) process, but for most companies, usability begins and ends with the usability test. Although usability testing is a critical part of an effective user-centered life cycle, it is only one component of the UCD process. This book is focused on the requirements gathering stage, which often receives less attention than usability testing, but is equally as important. Understanding user requirements is critical to the development of a successful product. *Understanding Your Users* is an easy to read, easy to implement, how-to guide on usability in the real world. It focuses on the "user requirements gathering" stage of product development and it provides a variety of techniques, many of which may be new to usability professionals. For each technique, readers will learn how to prepare for and conduct the activity, as well as analyze and present the data—all in a practical and hands-on way. In addition, each method presented provides different information about the user and their requirements (e.g., functional requirements, information architecture, task flows). The techniques can be used together to form a complete picture of the users' requirements or they can be used separately to address specific product questions. These techniques have helped product teams understand the value of user requirements gathering by providing insight into how users work and what they need to be successful at their tasks. Case studies from industry-leading companies demonstrate each method in action. In addition, readers are provided with the foundation to conduct any usability activity (e.g., getting buy-in from management, legal and ethical considerations, setting up your facilities, recruiting, moderating activities) and to ensure the incorporation of the results into their products.

- Covers all of the significant requirements gathering methods in a readable, practical way
- Presents the foundation readers need to prepare for any requirements gathering activity and ensure that the results are incorporated into their products
- Includes invaluable worksheet and template appendices
- Includes a case study for each method from industry leaders
- Written by experienced authors who teach conference courses on this subject to usability professionals and new product designers alike

Remote studies allow you to recruit subjects quickly, cheaply, and immediately, and give you the opportunity to observe users as they behave naturally in their own environment. In *Remote Research*, Nate Bolt and Tony Tulathimutte teach you how to design and conduct remote research studies, top to bottom, with little more than a phone and a laptop.

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matter what your product, you'll learn to design and administer extremely reliable tests to ensure that people find it easy and desirable to use. * Requires no engineering or human factors training * A rigorous, step-by-step approach--with an eye to common gaffes and pitfalls--saves you months of trial and error * Liberally peppered with real-life examples and case histories taken from a wide range of industries * Packed with extremely usable templates, models, tables, test plans, and other indispensable tools of the trade

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