

Usability, UX activity



How this is going to work

First ~45 minutes

- Each team receives a description of an app for handhelds
- **Create a research plan**; what methods would you use at which stage and why?
- **Try to define the user base**; create a persona or personas
- **Create a lo-fi, paper prototype** of 2 or 3 screens

Second ~45 minutes

- 1 person from each group will be the **user**
- That person will **switch** with another team's user and be the participant in the user testing
- Each team will make **modifications based on user feedback** if necessary
- 1 person from each team will **summarize** the task, persona, basic functionality and user study experiences to the others