

PROJECT THREE

UX Methods

GOALS

Now that you have created your first Augmented reality Project its time to apply some user experience (UX) methods and conduct a usability test. P3 is all about evaluating what you have created and improving your first design, to increase usability and improve the user interface (UI).

SKILLS

- Use UX methods to create an improved user centered design
- Conduct a usability test of your design
- Write a UX report.

REQUIREMENTS

- [] Create a **list of who** would use your augmented poster **and why** they might use it.
- [] Develop a simple **persona and scenarios** based on who your users are. *(Include: Attributes, Concerns, Goals, Name and demographic info, Two scenarios where they would need to use the website.)*
- [] Create a **task list** (write out 3-5 tasks that you want to test.)
- [] Set up a usability test with 3 different participants (take notes on each person completing the task list, were there any errors? Pain Points? Remember to use the talk aloud protocol during usability testing, and ask for participant feedback at the end.)
- [] Make some **edits to your Augmented Content** and even possibly your printed poster based on our critique of P2 and your usability test.
- [] Create a **UX report** process PDF *(include: Title page, Initial design screenshots of printed and AR, notes from P2 critique, List of users, persona with scenario, Task List, Notes from your usability test and summary of what you learned, screenshots of new design, and final summary of what you changed and why.)*
- [] Create a short **video showcasing** your AR being used.

DELIVERABLES

Print off your poster and bring it to class

Turn in a digital copy of your poster, process PDF and link to video on Google Classroom

Project Due: Monday, June 4th at 4:00pm