

USER TESTING

MYTHS VS FACTS

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CXO at **preely**.

Driving IT, 2021



MYTER

#1: Brugertest giver ikke meget værdi

#2: Brugertests tager lang tid

#3: Brugertests koster meget

#4: Brugertests passer ikke ind i agil udvikling

#5: Man skal være professionel for at udføre brugertests

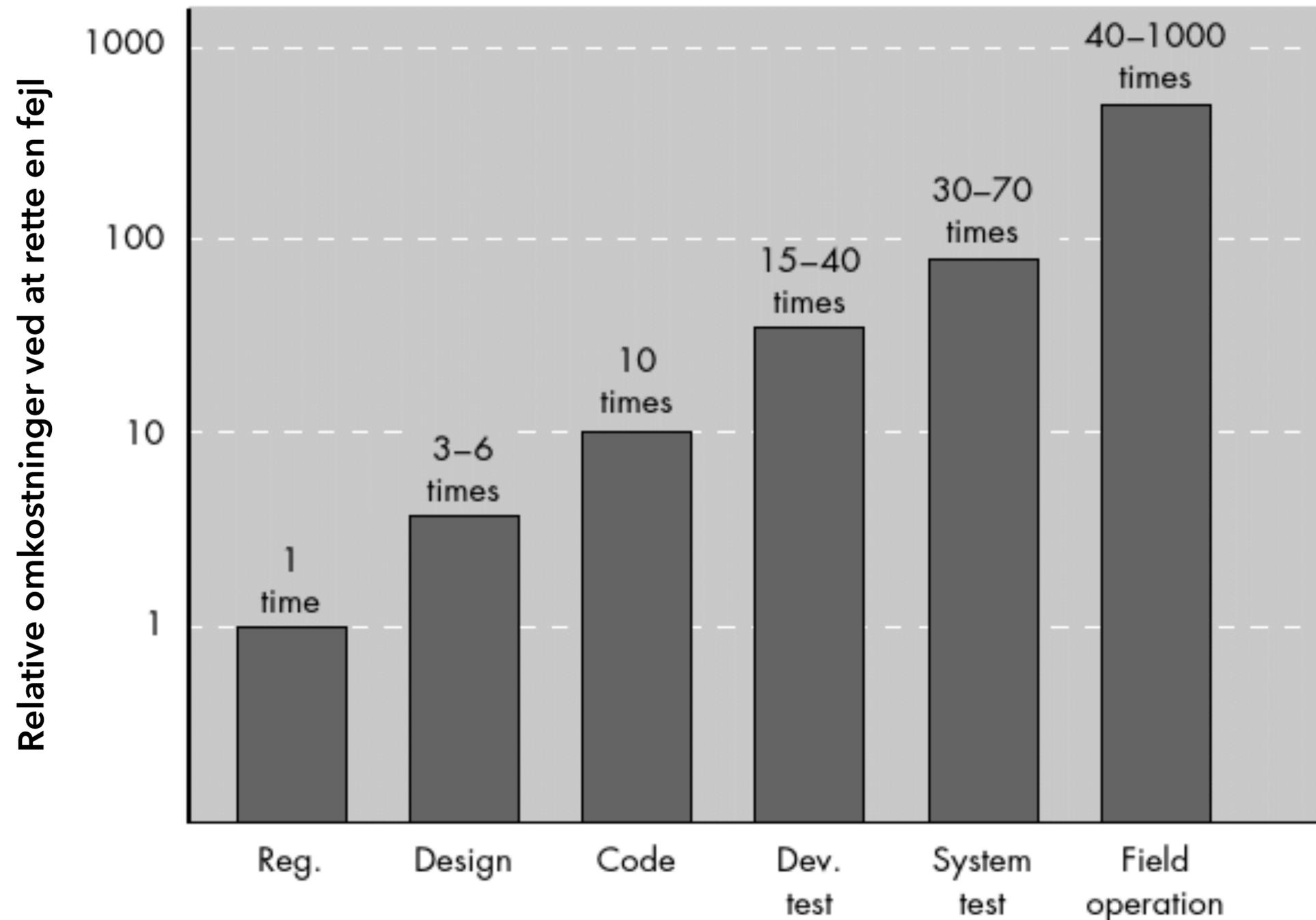


Myte #1

**Brugertest giver ikke
meget værdi**

Myte #1

Brugertest giver ikke meget værdi





46% stigning i omsætningen

76% fald i churn rate

800.000 månedlige transaktioner i Lotto-appen

Myte #2

**Brugertests tager
lang tid**

Myte #2

Brugertests tager lang tid

Unmoderated, remote test



9 hours



**Moderated, in-person
Think-aloud test**



50+ hours

Myte #3

**Brugertests koster
meget**

Myte #3

Brugertests koster meget

Type	Think-aloud, in-person test (5 - 7 deltagere)	Preely (12 deltagere - kan være ∞)
Planlægning, gennemførelse og analyse	52-64 timer = DKK21.060 - DKK25.920	9 timer = DKK3.645
Deltagere	Normalt: DKK375/person Op til: DKK2.200/person	Fra eget test panel: DKK0
Potentiel lokation (e.g. AirBnB)	DKK0 - DKK7.500	DKK0

*Gennemsnitlig user researcher løn DKK 720.000/år

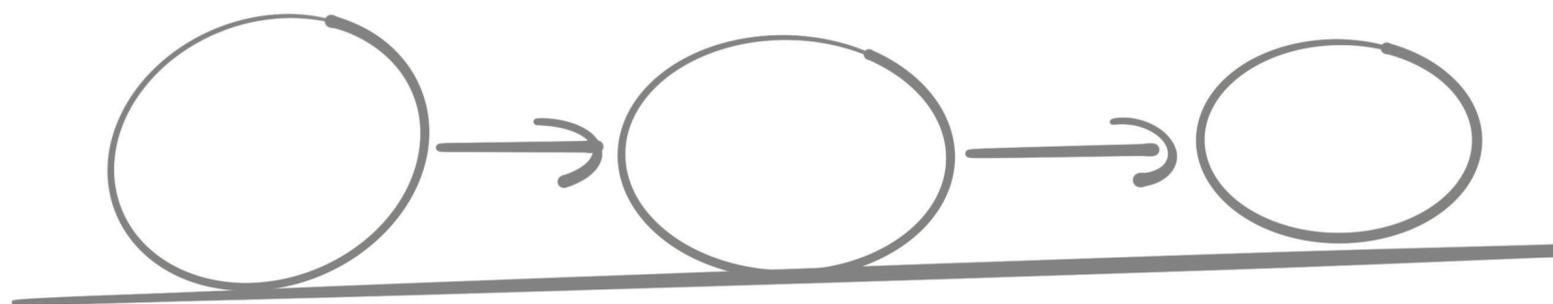
Myte #4

**Brugertests passer ikke
ind i agil udvikling**

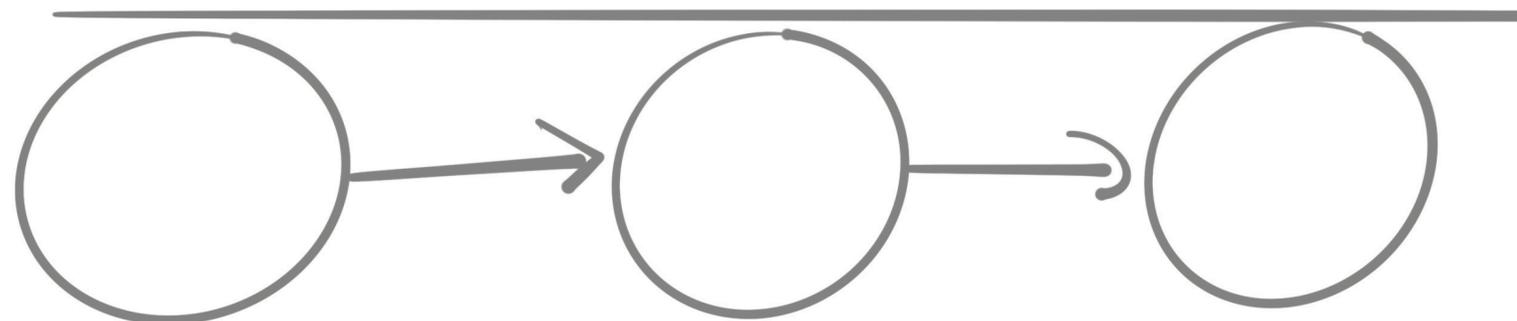
Myte #4

Brugertests passer ikke ind i agil udvikling

Design

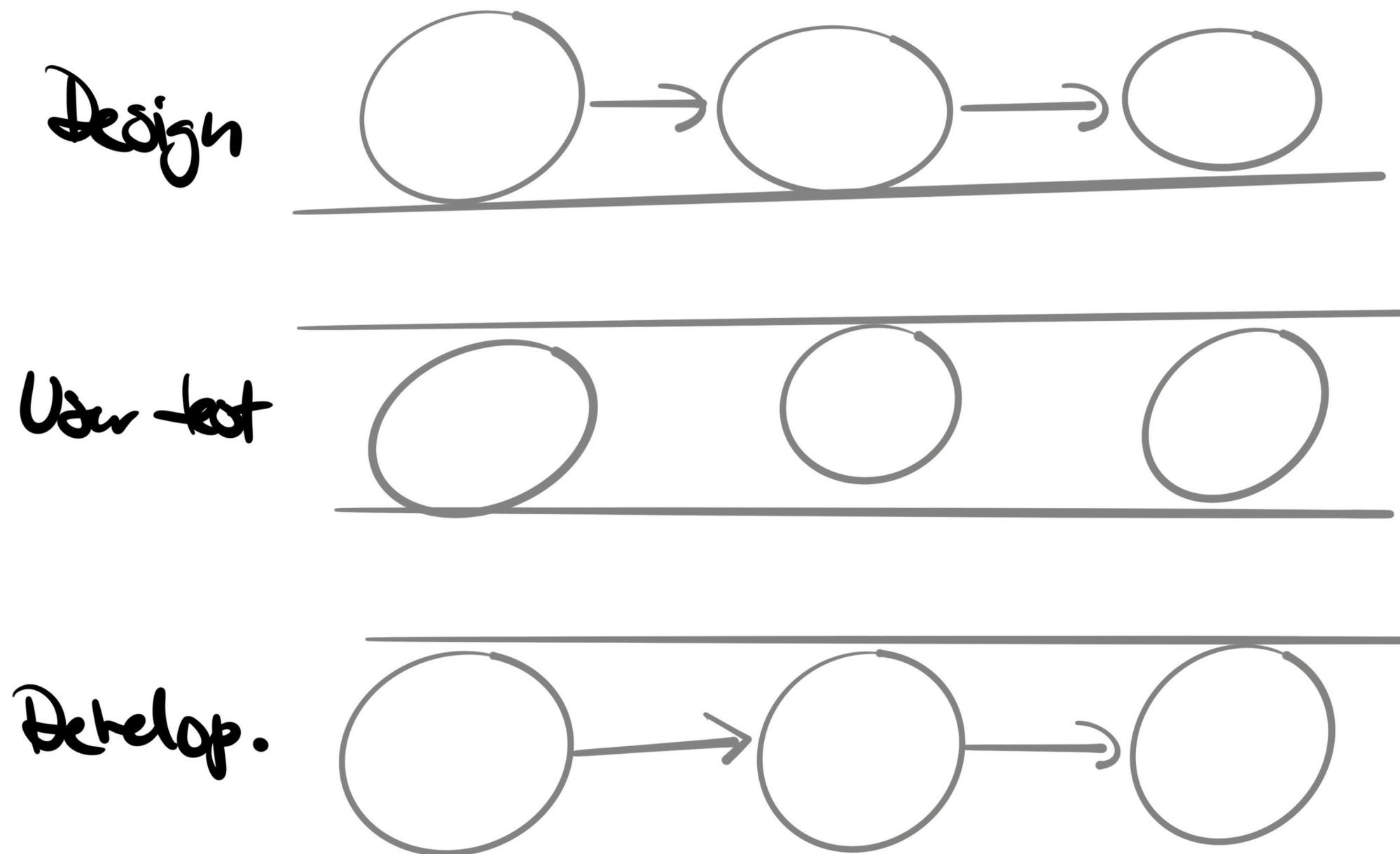


Develop.



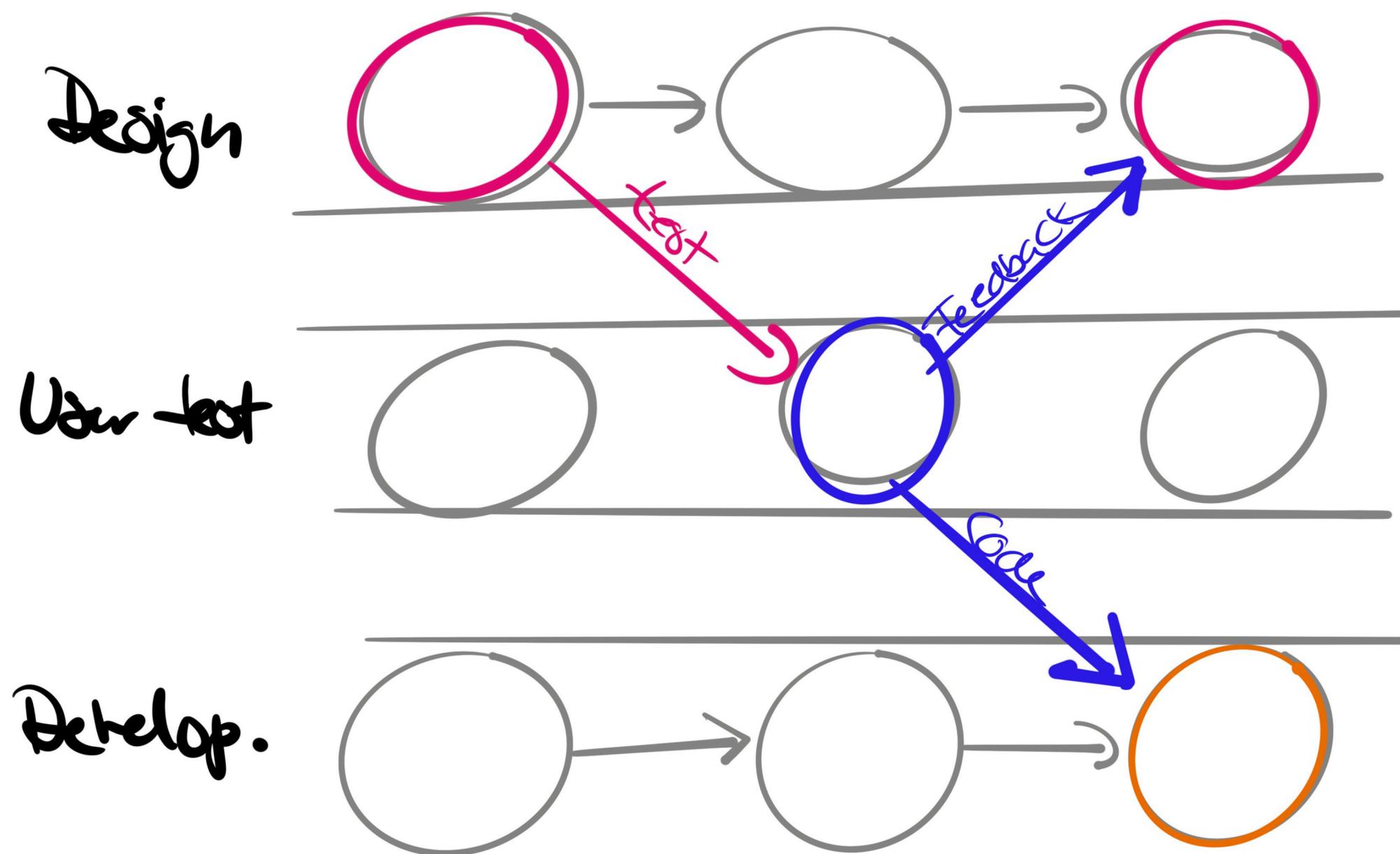
Myte #4

Brugertests passer ikke ind i agil udvikling



Myte #4

Brugertests passer ikke ind i agil udvikling



Myte #5

**Man skal være professionel
for at udføre brugertests**

Myte #5

Man skal være professionel for at udføre brugertests

MATERIALS

Three levels of guidance

1

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CONTEXTUAL INTERVIEW (CI)

— A BRIEF WALKTHROUGH

1. PLANNING

- Find participants (page 5)
- Decide on an interview style (page 5)

2. CONDUCTING

- Introduce yourself, your project and the CI method, reinforce your focus, set expectations, set up the mentor/mentee role, describe your confidentiality policy, get permission to record, etc. (page 9 + 24 + the 50's and 60's (page 26 + 30))
- Remember: The transition — from questions to CI (page 10)

3. ANALYZING

- REMEMBER THE INTERVIEWER RULES (page 13 - 15)
- CAPTURE THE USER AND ORGANIZATION PROFILES (page 15 + 31)
- WRITE NOTES (page 16 - 17)
- CRASH: Interpretations of events, use of artifacts, problems, and opportunities, important characteristics of the work, breakdowns in the work, cultural influences, design ideas (flag with CI), questions for future iterations (flag with a CI, include)

3

preely. Test / Test PREVIEW TEST

TEST

SHARE TEST

ANALYTICS

WELCOME: Test

Hi, You are invited to test our prototype. Thank...

TASK: Task

Create a profile and sign up for our newsletter.

QUESTION: Task

empty

TYPE

INSERT ELEMENT

Demographic data Enabled

THANK YOU

Your feedback is highly appreciated. It is of gr...

QUESTION

QUESTION TYPE

CHOOSE QUESTION TYPE

Rating scale

Use numbers or smiley rating to assess participant's opinions to your question.

Likert scale

Likert scale measures agreement to a statement.

Semantic differential scale

Semantic differential scale measures where the participant's view lies on a bipolar adjective scale.

Yes / No

Let your participants answer yes or no to your statements.

Single Ease Question (SEQ)

SEQ focuses on ease of use and gives a snapshot of your participant's attitude towards the task.

Multiple choice

Ask your participants multiple choice questions.

Open-ended question

Ask open-ended questions, where your participants can write a free response.

Net Promoter Score (NPS)

Net Promoter Score (NPS) is used as a metric of customer loyalty.

PROTOTYPE

SETTINGS

SUPPORT

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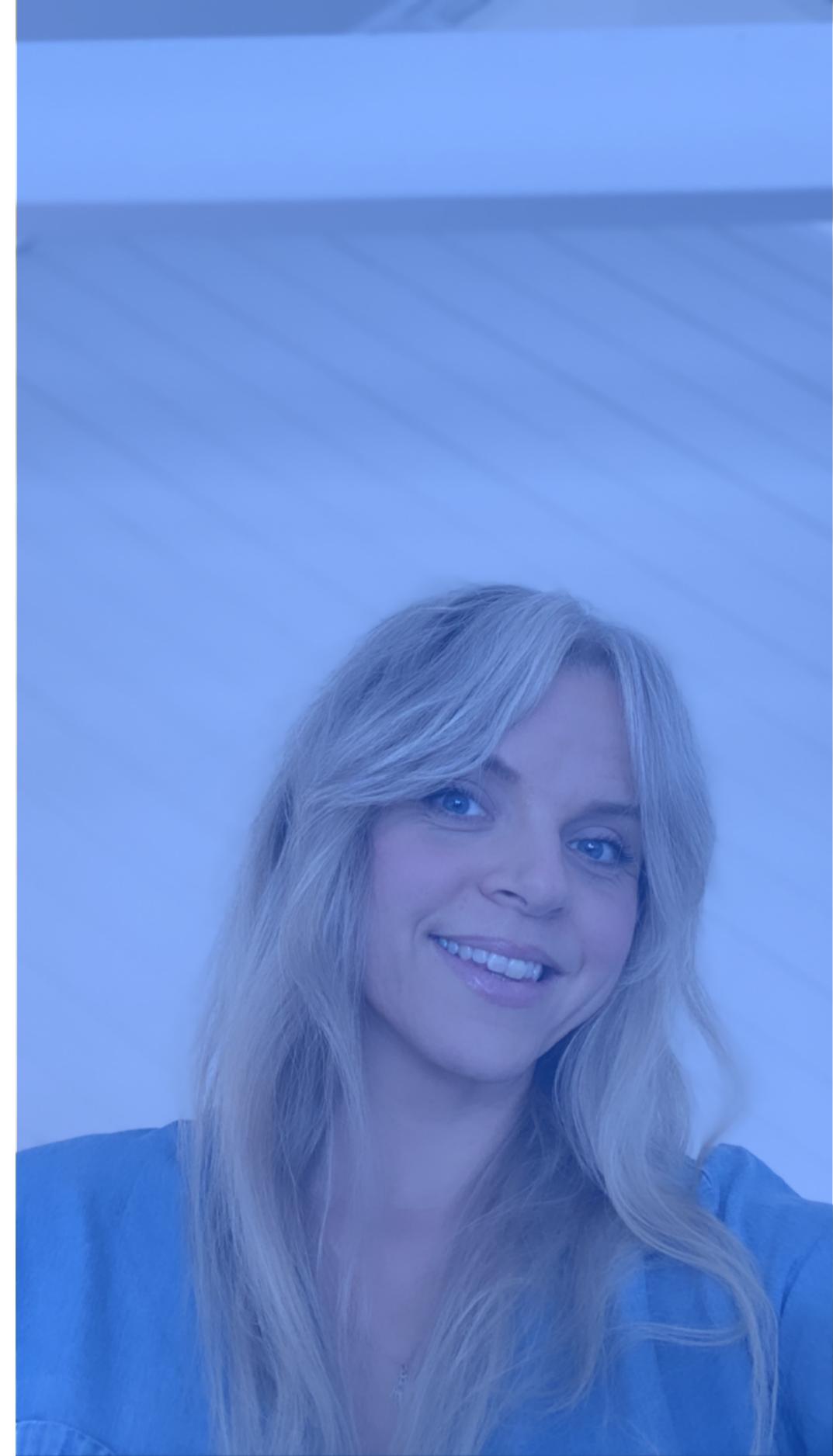
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KILDER

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