

# CS 321 Human-Computer Interaction

## Software Design & Usability Testing Lab

Note to Instructor:

At this point in the semester the students need to be prepared to begin the data collection for their project. I introduce the students to the lab where they will be doing their interviewing, paper prototyping, usability testing, and team design activities. This also provides an opportunity to re-enforce the approaches the students need to when setting up an interview or testing session and the group process the students are to use in doing their projects.

If you do not have the luxury of a lab they can still do all of the activities using spare rooms or spaces that students can work. The spaces available for video taping interviews or user tests should be relatively quiet and with few distractions. We have used lounges in our student union and conference room in our library. The space available for students to do their group work should have plenty of wall space where students can tape the poster sheets up. They should also be spaces that the students feel comfortable being animated as the group activities can become rather loud.