

Image Reorderer User Testing - Round 1

Status

On Hold as of 3/26/09 for bug fix: <http://issues.fluidproject.org/browse/FLUID-1625>

Future Needs: General and accessibility user testing

Summary

Summary to be added after testing has been completed.

Notes

The Image Reorderer will be used by a wide cross-section of students, faculty, staff and others in higher educational institutions.

This round of testing will mostly focus on users who use assistive technologies (i.e. keyboard-only users, screen reader users).

Goals

This test should discover:

- How easy or difficult is it for the user to reorder an image (using mouse and keyboard)
- Does the mouse 'drag and drop' behaviour work as the user expects?
- Is the red bar visual cue meaningful to the user? Do they know what it means?
- Are users able to tell which image is currently selected?
- Are users able to identify the drop target at all times?
- Do users notice keyboard instructions? Do they understand them? Do they use them?
- Does keyboard behaviour (and choice of keystrokes) work as the user expects?
- Is the user able to move the image to the specified location with the keyboard?
- Does the location of the other images make sense to them after moving the assigned image?
- How important are keyboard instructions to AT user success?

Success Criteria

A successful design has been achieved when:

-

Protocol

Method and test coordinator script.

[Image Reorderer User Testing - Round 1 Protocol](#)

Users

The goal is to test across a range of users in higher education. We want to get feedback from a variety of roles, experience levels, time and level in school, institutions, etc. For more on choosing and recruiting users for testing see [Selecting and Recruiting User Test Participants](#).

How many users to test? [Neilson](#) suggests that testing 5 users, with a minimum of 3 from each user group, within an iterative design process should be sufficient to find most usability issues.

Interaction Design

Underlying design patterns and description of component behavior.

- <http://wiki.fluidproject.org/display/fluid/Lightbox+Design+Mockup> Mockups
- [Drag and drop design patterns](#)

Test Environment

Location and version of the environment to be used for testing.

Note: Attach a screenshot of the environment at the time of testing if the environment will change over time.

[Standalone image reorderer demo](#)

Results

Full notes and analysis of the user tests.

Image Reoderer User Testing - Round 1 Results

To be completed after testing

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