MIS3506

ICA: Usability Testing

Goal: Perform a Usability Test & Heuristic Evaluation



Students will be placed in breakout rooms and should work through the Heuristic Evaluation and Usability Test at a high level.

1. Breakout session: Navigate to <https://owlsports.com>
2. Team Member 1 – Apply 5 Heuristic Evaluation terms, Team Member 2, Apply 5 Heuristic Evaluation terms. Take notes
3. Team Member 1 – Go through the steps you might take to join the Owl Club. Team Member 2, quietly observe and take notes on how Team Member 1 interacts with the site. Switch Roles – Team Member 2 – Go through the motions of purchasing tickets for a future Basketball game. Team Member 1 – quietly observe and take notes on the interaction.
4. Capture any thoughts/notes you might have in your observations
5. Class Discussion: Teams will be chosen at random to present their findings