

5 TEST AND TWEAK

PERSON TESTING:

DATE:

WHAT DID THEY TEST?

Show your prototype to somebody and have them try to use it! Don't help them immediately if they have problems or get stuck — you won't be there to explain things every time someone uses your project. Take some notes on this sheet about how the testing goes, so that you can decide whether you need to make any tweaks or changes.

Ask them questions about the thing they tested.

1 What did they think of it overall?

It's great, I love it!

It was ok.

Something needs to change.

2 What parts worked? What did they like best?

3 What improvements could be made? Is anything missing?

How did the testing go?

Are you done? Do you need to go back and do some more work? When working on a project, you usually repeat some of the steps above a few times, testing your prototype each time. This is called iterating, and designers and coders all over the world do it every day! It's normal for a project to go through quite a few iterations (some projects are never fully finished!) before it's done.

Decide what you will do next:

Generate new ideas



More coding or building



Do some more designing



Finished!



Plan of action:

If you're going back to do some more work on the project, then return to this section afterwards and run more tests!

You can find more blank test pages at dojo.soy/design-test

