



Website Design & Development

Testing & Refining During Development





When do we test our solutions?

- **Traditionally**, testing has always been carried out towards the **end** of the development process
 - Usually follows the **implementation** stage
 - Some types of testing can **only** be carried out at this stage
- **User-Centred Design** aims to create products that are *“Right First Time”* and do not need significant correction once built
 - Testing of key **design concepts** is carried out at the early stages of development – at the **Design stage**
 - Some aspects of **Usability Testing** can be carried out **before any pages have been built**
 - Using **wireframes** or **low-fidelity prototypes**



Prototype Testing



- Using **paper-based prototypes**, identified **use cases** can be **simulated** to check for problems with the site usability
 - **Navigation** of site
 - **Layout** of information
 - Ease of **understanding / learning** site operation
- For testing purposes a **User Persona**, identified at the Analysis stage, might be used
 - Allows the user experience to be checked from the **point of view** of a visitor to the website
 - Forces developers to consider **user skills** and **areas of potential difficulty**

Prototype Testing



- **Test Cases** are used
 - Similar to a Use Case
 - Series of **steps** or **actions** for the user to attempt
 - Tests usability of **specific features** of the proposed site
- **User Scenarios** already identified during Analysis stage can also be used
 - Allows designers an **early indication** of how well their design meets the **identified users' needs**
- **Performance** of prototypes and any **difficulties** are **observed** and **recorded** so that the design can be **refined before coding begins**



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