

# Paper Prototype + Usability Testing

1. Introduce user to the product concept.
2. Allow the user to explore your product.
3. User should rate their experience below (3 is highest):

	RATING	COMMENTS
Overall concept was easy to understand	n/a 1 2 3	
Overall product was easy to use	n/a 1 2 3	
Quality of content	n/a 1 2 3	
General user flow through product (no dead ends)	n/a 1 2 3	
Physical controls are easy to explore	n/a 1 2 3	
Overall concept fits a specific user goal	n/a 1 2 3	

4. Additional concept feedback:

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# Paper Prototype + Usability Testing

1. Introduce user to the product concept.
2. Create 3 tasks for the user to perform:

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3. Allow the user to explore your product.
4. User should rate their experience below (3 is the highest):

	RATING	COMMENTS
Overall concept was easy to understand	n/a 1 2 3	
Overall product was easy to use	n/a 1 2 3	
Buttons/links/icons were adequate sizes	n/a 1 2 3	
Tasks were easy to accomplish	n/a 1 2 3	
Quality of content	n/a 1 2 3	
General user flow through product (no dead ends)	n/a 1 2 3	
Main navigation/menu is easily identifiable	n/a 1 2 3	
Headings/icons are clear & descriptive	n/a 1 2 3	
Physical controls are easy to explore	n/a 1 2 3	