Micro-survey top topics we’ll review today:

**THIS WEEK:**
- Wednesday:
  - Finish evaluation slides
  - Think-aloud practice

**NEXT WEEK:**
- Monday:
  - Guest Lecture: Bryan Jacquot, HPE
- Wednesday:
  - Surveys

Micro-survey
Think-Aloud

Learning objectives:
1. Practice think-aloud techniques that can be used in your design evaluations.

Materials originally created by Prof. Jamie Ruiz

In-class Activity (15 min)
Work with one student in another group. You will be completing a think-aloud test of your team’s design according to the technique described in 6.3 of the Sketching User Experiences book. You will use your team’s low-fidelity prototype for this activity.

- Prior to class, you need to read sections 6.1 – 6.3 of the Sketching User Experiences book.
- Prior to class each of you need to set an objective, choose about a 5 min task (not too basic and not too involved), and write user instructions for the task.

In-class: Think-aloud test
- Perform a think-aloud test according to the instructions in 6.3 with a student from another group.
  Switch with the person you’re working with and have them perform a think-aloud test on you.
Self-evaluation

1. How did you prepare for the think-aloud test you gave?
2. What is 1 key observation you made during the test you gave?
3. What was at least 1 thing that went well as you performed the test?
4. What was at least 1 thing that was difficult or didn’t work when you performed the test?
5. What will you do differently to prepare or as you give a think-aloud test as part of your design evaluations?

Micro-Survey

Add to self-eval or turn in anonymously, separately.
Today’s learning objectives was:
1. Practice think-aloud techniques that can be used in your design evaluations.