Think-Aloud

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

From materials originally created by Prof. Jamie Ruiz
In-class Activity (30 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.

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

From Evaluation slides:
• Understand different types of user studies and their major components.

From Think Aloud:
• Practice think-aloud techniques that can be used in your design evaluations.