PRE-WORK for in-class think-aloud activity

EACH STUDENT: Read sections 6.1 – 6.3 of the Sketching User Experiences book. The activity is based on the exercise in 6.3.

• Before class on Monday:
  – Complete the preparation step 1 in section 6.3. Use your team’s low-fidelity prototype, and set an objective for the test, and decide on 1 task that should take around 5 minutes to complete. Write out the instructions you will give to the user.

• During class on Monday:
  – Each student will perform a think-aloud test with a student in a different group.