Record Nr. UNINA9910451159703321 Autore Rubin Jeffrey <1949-> Titolo Handbook of usability testing [[electronic resource]]: how to plan, design, and conduct effective tests / / Jeff Rubin, Dana Chisnell Indianapolis, IN, : Wiley Pub., c2008 Pubbl/distr/stampa **ISBN** 1-118-08040-8 1-281-37454-7 9786611374549 0-470-38608-8 Edizione [2nd ed.] Descrizione fisica 1 online resource (386 p.) Altri autori (Persone) ChisnellDana Disciplina 006.7019 User interfaces (Computer systems) - Testing Soggetti Computers Electronic books. Lingua di pubblicazione Inglese **Formato** Materiale a stampa Livello bibliografico Monografia Note generali Includes index. Handbook of Usability Testing: How to Plan, Design, and Conduct Nota di contenuto Effective Tests, Second Edition; About the Authors; Credits; Acknowledgments; Contents; Foreword; Preface to the Second Edition; Part I: Usability Testing: An Overview: Chapter 1: What Makes Something Usable?; Chapter 2: What Is Usability Testing?; Chapter 3: When Should You Test?; Chapter 4: Skills for Test Moderators; Part II: The Process for Conducting a Test; Chapter 5: Develop the Test Plan; Chapter 6: Set Up a Testing Environment; Chapter 7: Find and Select Participants; Chapter 8: Prepare Test Materials Chapter 9: Conduct the Test SessionsChapter 10: Debrief the Participant and Observers; Chapter 11: Analyze Data and Observations; Chapter 12: Report Findings and Recommendations; Part III: Advanced Techniques; Chapter 13: Variations on the Basic Method; Chapter 14: Expanding from Usability Testing to Designing the User Experience; Afterword: Index Whether it?s software, a cell phone, or a refrigerator, your customer Sommario/riassunto

wants?no, expects?your product to be easy to use. This fully revised handbook provides clear, step-by-step guidelines to help you test your

product for usability. Completely updated with current industry best practices, it can give you that all-important marketplace advantage: products that perform the way users expect. You?ll learn to recognize factors that limit usability, decide where testing should occur, set up a test plan to assess goals for your product?s usability, and more.