

BETA TEST PAPER

Info and Suggestions

The purpose of the Beta Test Paper is to present a paper that documents the results of your Beta Test Form. You have had 2 test subjects go through your project and assess it according to the criteria on the Beta Test Form. The Beta Test Paper presents this information to the client so he/she can get an idea of the progress of the project.

The paper can consist of:

- * An introduction that reviews your project. (Example at right)
- * A purpose statement that states the purpose of this beta test. (Example at right)
- * The testing procedure. (Example at right)
- * The test results. (What was asked and the responses of the testers)
- * The results of the specific interview questions.
- * A Summary of the beta test.

Reprinted from *Interactivity by Design*.

Beta Test the design.

Audience research becomes user testing when you can stop asking people what they think about an idea and let them try the real thing.

To get the most out of a usability test, it's more useful to have one complete section of the project working well than to have bits and pieces of the entire thing. The goal is not to walk the test subjects through the prototype (that's a demo, not a test), but to turn them loose with it and see what they do: what they manage easily, where they get confused, what they try that doesn't work, where they simply give up.

If the goal is testing, the prototype might include:

- * A main menu that shows all major topic areas (even the non-functional ones).
- * For each functional topic, a fully implemented path all the way through to the most detailed level of content.
- * Worst-case screens (that is, those likely to cause users the most difficulty), so you can ask for comments on possible solutions.
- * Alternate designs, so you can ask which one people prefer.

Introduction

The program tested is an interactive multimedia presentation of the comedy troupe The Three Stooges. The program contains many interesting, informative, and entertaining areas such as; Stoooge History, The Three Stooges Gravesite Tour, Stoooge Audio, The Screening Room (where the user can view selected video clips from some of the Stooges best comedy skits), with complete biographies of each "Stoooge", and a filmography of the Stooges' film shorts, and movies.

Purpose

The purpose of the beta test is to find flaws, errors, navigational snafus, and visual or graphical problems with the program. The beta testers will also determine if the program delivers the intended message the developer had intended for the specific target audience and client needs. Once the beta testers have tested the program thoroughly and compiled their results, the developer can correct any or all of the problems within the program prior to final client approval and shipping.

Testing Procedure

The program was tested by two of the top beta testers in the business, Bill and Ted Kazinsky. Each beta tester tested the program independent of each other, unaware of the previous testers results. The developer informed the beta testers that they need to be as truthful as possible. The developer told the testers nothing about the programs content nor navigational tips and then left the testers alone to experience the product. The beta testers filled out a form that asked specific questions about the the program. After they had completed their evaluations independently, the developer questioned each tester individually about more specific aspects of the program.

Possible Contents of Beta Test Evaluation Report

Overview of Product

1. What is it?
2. What was the message?
3. Who was it targeted to?

Description of the Beta Test

1. What were the conditions?
2. Hardware/Software used.
3. Demographic description of testers.

Projected (Expected) Results

1. What experience did you expect for users?
2. What problems (if any) did you expect them to encounter?

Testing evaluation

1. How did you evaluate the tester's results?
2. How did you obtain the tester's evaluation?

Test Results

1. Technical
 - bugs
 - Navigation
 - Functionality
2. Aesthetics
 - Interface
 - Consistency
 - Accessibility
 - Intuitiveness
 - Graphics
 - Sound
 - Text
3. Recommendations
 - Same as above

Actions

1. Bug Fixes (How? When?)
2. Future Updates (How? When?)
3. Future Enhancements