Student Usability testers

Project Title	Student Usability testers
Project Summary	Improve the government by surfing the web
Country	United States

Project Description

Usability testing refers to evaluating a product or service by testing it with representative users. Typically, during a test, participants will try to complete typical tasks while observers watch, listen and takes notes. The goal is to identify any usability problems, collect qualitative and quantitative data and determine the participant's satisfaction with the product. (https://www.usability.gov/how-to-and-tools/methods/usability-testing.html)

Duties will include
• Assess the function of DOE websites
• Provide feedback to help UX Designers create a better product for their users.
• Review case studies to learn how businesses use Human Insights, Marketing Insights, Customer Experiences (CX) and the Empathy Gap to interact with their target audience.

Required Skills or Interests

Skill(s)
Design thinking
Educational design
Graphic design
Software development

Additional Information

None

Language Requirements

None