User research on a **buccet**



Lorelei Kelly aielerol www.ielerol.com

Why talk to users Improvements need feedback You are not the user

User research: understand users' needs, motivations and behaviors







interact with a product



Ask the right question



Good research questions Well-defined Limited in scope Actionable



Weak research questions • "What do people like about our website?"

• "What are the our least popular pages?"

Good research questions

- "What information most influences our" customers' purchase decisions?"
- "How are the people who sign up for our newsletter finding our site?"
- "Why do our return visitors come back?"

Techniques



• Visit data

Click and scroll tracking

Search analysis

Analytics

Areas of expertise

- Advocacy
- ssessment & Evaluation
- Associations, Networks, &
- Other Groups
- Boards/Governance
- Communications &
- Marketing
- Educational Programs & **Resource Centers**
- Facilitation
- **Facilities**
- Financial Management
- Fundraising &
- Development
- Human Resources
- Insurance
- Interim Management
- Legal Services
- Management &
- Operations

Counties served

- E Select counties

Experience (75+ hrs.) in

- E Select areas of focus
- Foreign languages
 - Select languages
- Communities of color
- Select communities

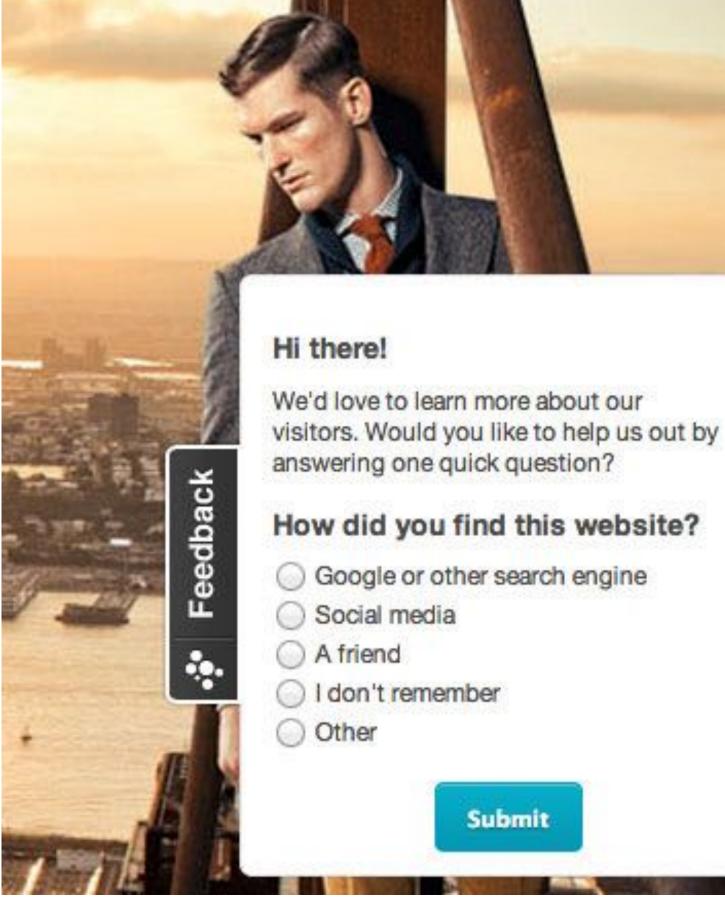
Other special populations

Select populations



- Get you lots of data quickly
- Can capture live feedback
- Writing good questions is hard

Surveys





Writing surveys

Put easy questions first

Ask one thing at a time

• Be careful with multiple-choice answers

Offer free response

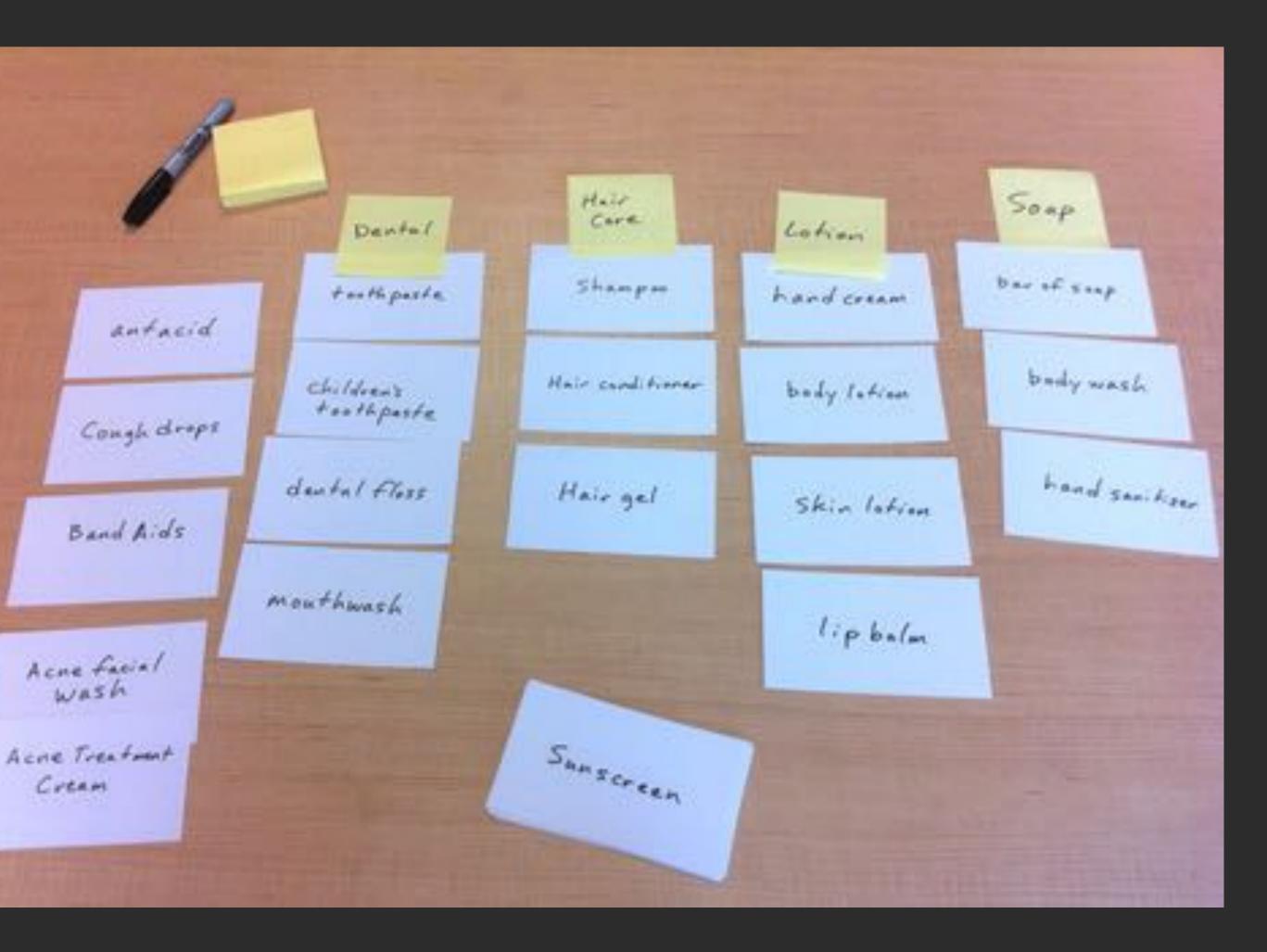
Stay under ~10 questions, 1-2 difficult/sensitive

Card sorting

Users categorize and label items

Choosing the right items is essential

Run pilot sorts!



• Test out a defined navigation structure

Independent of site design

ree lests

Task 2 of 10

You're almost ready to sign on your first mortgage and just received all of your from your lender. It's a lot of information to look over. You want to find advice o important things to review before you sign.

Home

- Understand financial products and services
 - Auto loans
 - Bank accounts and services
 - Credit cards
 - Credit reports and scores
 - Debt collection
 - Fraud and scams
 - Money Transfers
 - Mortgages
 - Payday loans
 - Prepaid cards
 - Student loans



First click tests

 Record where users click on a design to complete a task

Quickly test without prototypes

Writing scenarios Scenarios set context, offer motivation Be detailed, but avoid hints

A/B Testing Measure behavioral impact of changes

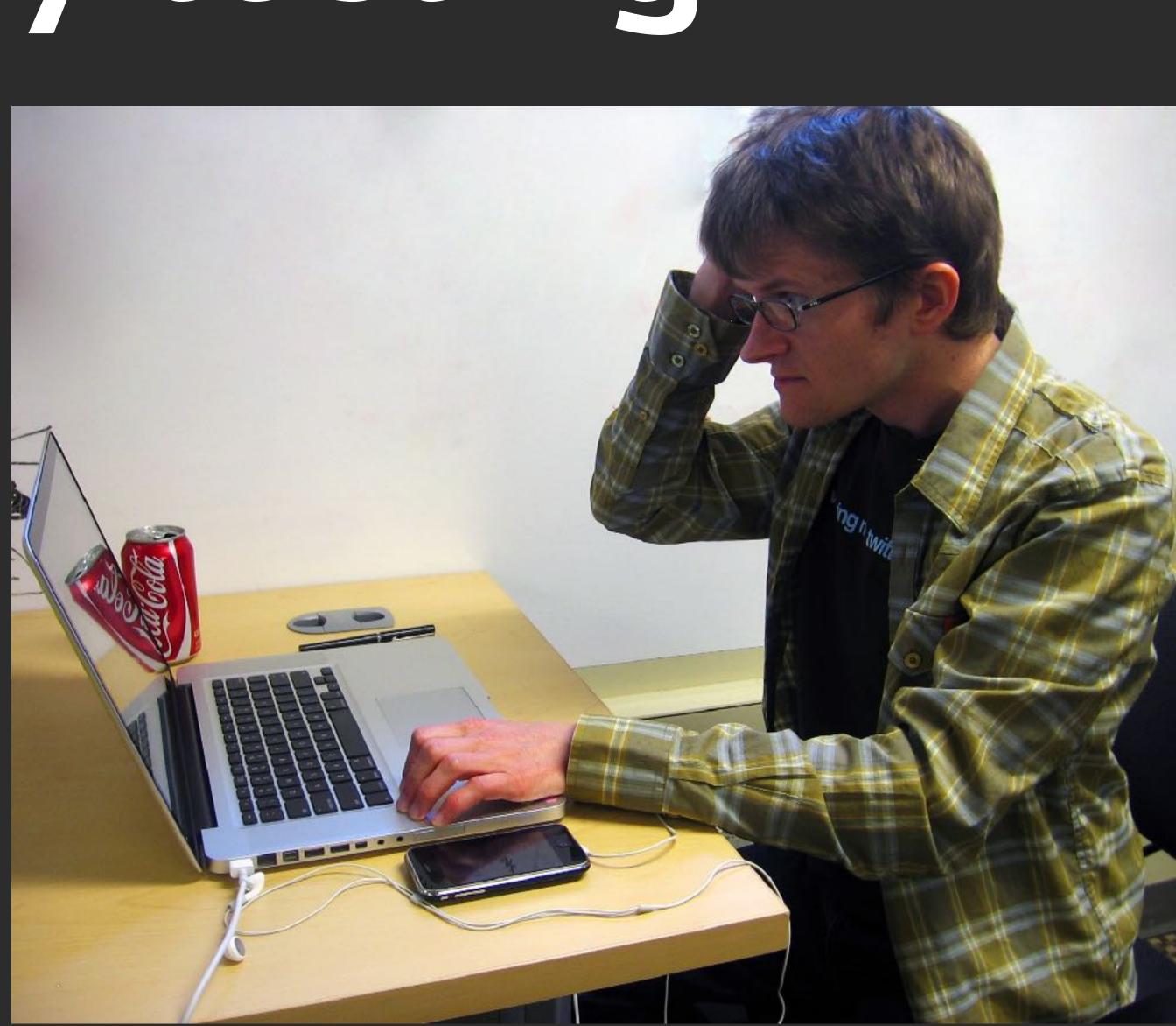
Measure behavioral imp Test one thing at a time

Usability testing

• Think-aloud protocol

 Moderator + observer

Short, open-ended scenarios



Boxes and Arrows Just Enough Research by Erika Hall **Rosenfeld Media books**

Further resources



