Evaluating

Designs detailed and relevant testing **methods**, which generate data, **to measure the success of the solution**
Tests that could be tried include:
Expert Appraisal – Field Trial – Performance Tests – User observation – User Trials

Qualitative tests can include:
- using a questionnaire to find out if the target audience likes the look of a product
- surveying students to find out which parts of a video game they found too easy and which were too difficult
- working with a taste panel to find out if a target audience likes a food product
- interviewing an expert after he or she has interacted with a solution
- performing a user trial by giving a toy to children to play with and observing reactions.

Quantitative tests can include:
- timing users who are tasked with finding a particular piece of information on a website
- measuring a product to ensure it is the correct size and within weight limits
- beta-testing interactive media to find bugs
- running performance tests to determine the strength of a product
- checking the capacity of a storage device
- counting the number of hits on a website over a set period of time.

Specification	Testing Method	Evidence from Test

Critically **evaluates** the success of the solution against the design specification based on **authentic** product testing

Design Specifications	Degree to which specification met 1=not at all -------------------------------- 5=totally met					How are design specifications met?
	1	2	3	4	5	
Specification1						
Specification2						
Specification3						
Specification4						
Specification5						
Specification6						
Specification7						
Specification8						

Explains how the solution could be improved *(Explain - Give a detailed account including reasons or causes)*
You can do this through:
• written text—paragraphs or tables
• diagrams and charts
• annotated photographs/screenshots of the prototype
• sketches.

Explains the impact of the product on the client/target audience. *(You can present this in written form, a list, or a table)*
What has your product done to help with the client's or target audience's problem?
How does this solution improve the client's or target audience's situation?

Examine the design brief, have you modified anything from the overview?

What negative effects could your solution create?