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## Usability and Accessibility Testing for UI Designers

### Course Content

- **Module 1 - Why User Experience is important**
    - Who is the user and what are the characteristics of the user
    - Examples of how User Experience or the lack of it has made products successful or to fail
    - How can we make it easy for the user
    - Principles of Usability and UI guidelines for Client Server, Web, Mobile
  - **Module 2 Understanding the end user and incorporating Usability in the PDLC**
    - Stated and unstated needs of the target user
    - Validating needs by early usability testing via use of prototypes
    - Testing via the web and in situ
    - Usability in various stages of the Product Development Lifecycle
  - **Module 3 Interpreting usefulness of information received during Usability Testing**
    - Sifting information received from users
    - Translating user information to clear instructions for product developers and testers
    - Learning to balance user information with technology constraints
    - Methods to convert user need to features and plan in the roadmaps
    - Identifying possible error conditions and how to communicate the same via pop ups, status lines, icons etc
  - **Module 4 Accessibility Testing Fundamentals**
    - ARIA ( Accessible Rich Internet Applications)
    - Accessibility checklist with applicability to EU, US and Middle East regions
    - Section 508 compliance
    - WCAG 2.0 guidelines and its compliance
  - **Module 5 User centered design Vs User driven/Participatory design**
    - Models of usability in practice
    - Design from a user's perspective and validation
    - Enabling the user to be in control of design elements
    - Empowering user to be a collaborator in the design process
  - **Module 6 Usability Testing Methods**
    - Paper Prototyping
    - Usability Testing Labs and Equipment
    - Usability Testing Tools and suitability
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- Examples of each of these methods
  - **Module 7 Preparing for Usability Testing and Reporting**
    - Identification of User by understanding traits of a typical target user – mindset, experience
    - Preparation of Usability Testing Scripts
    - Preparation of Usability Testing Scope
    - Sample list of deliverables and reports