

#### Office of Citizen Services and Communications and FirstGov.gov

### Usability Testing Lessons Learned and Site "Refresh"

Presentation to Federal Web Content Managers Group

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www.firstgov.gov



#### How We Continuously Improve FirstGov

- Feedback from visitors
- Input from Call Centers
- Input from Government Agencies and Partners
- Benchmarking against Best-in-Class
- Internet and Market Research Statistics
- Usability Research
- FirstGov Focus Groups & Usability Tests



#### **Purpose and Value of Usability Testing**

- Tests whether average users can:
  - find information on your website, including Top Requests
  - navigate easily from one section to another
  - understand language and terminology
  - understand new content features or functionality
- Provides evidence-based data for improvements
- Reveals obstacles that are not apparent during development
- Helps settle difficult internal debates
- Provides "Real users" input
- Ensures user satisfaction, creating a desire to return
- Has high value and Return-on-Investment



#### FirstGov Usability Model

- Conduct either informal or formal testing several times a year – usability is not a one-time effort
- Educate key stakeholders about value of usability
- Integrate testing with other outreach activities
- Testing a small number of people is usually sufficient
- A hybrid of Usability Testing and Focus Groups is ideal
- Invest more in design, less for Usability (it's easier to identify the problem than to fix it)
- Take advantage of free or low-cost resources



#### Usability Testing Methodology

- Follow-up to Usability.gov testing in February 2002
- 6-month contract w/UserWorks, Inc. from April September 2002 Cost: \$85,000
- Testing in Silver Spring & Kansas City
- 32 total participants: 3 Citizen/Business/Govt Employee focus groups and individual usability testing
- Diverse group by age, gender, ethnicity, skill level
- Only one participant had used FirstGov before
- Included interviews with key stakeholders (incl. Mark Forman and CEG President Patricia McGinnis)



### Usability Model: Planning

- Review project purpose, scope, and objectives
- Do ongoing industry research and benchmarking
- Do Heuristic Review (evaluate site against industry standards)
- Develop test methodology:
  - Focus Groups vs. one-on-one Usability vs. Hybrid
  - Conduct stakeholder interviews?
  - Number of participants
  - Demographic profile and characteristics of participants
  - Location of testing (gov't agency, outside lab, participants' workplace)
  - Timing (what time/day of the week and for how long)
  - Who will facilitate (agency staff vs. contractor)



### Usability Model: Planning (2)

- Develop recruitment screening tool
- Develop usability scenarios, stakeholder interviews, and/or focus group script
- <u>Estimated</u> Costs: Will depend on: # of participants, location of testing, extent of redesign, length of contract, type of usability/design contract
  - In-house Usability and Design: (\$0 \$5,000)
  - In-house Usability plus Graphic Design Firm (\$30,000 \$100,000)
  - Contractor for Usability & separate Design Firm (\$60,000 \$250,000



#### Usability Model: Hybrid Approach

Benefits:

- Provides findings that are more scientifically based and also reveals general assumptions that can be acted upon.
- Allows for tight scripting to reveal very specific problems but also provides flexibility to uncover hidden information.
- Provides one-on-one input and also takes advantage of creativity that emerges through group interaction.



### Usability Model: Testing and Reporting

- Conduct interviews and testing
- Document findings, including video and audio clips
- Develop recommendations that address usability issues
- Review results with agency web team. Prioritize recommendations and develop implementation workplan
- Provide executive briefing to decision-makers



### Usability Model: Redesign and Launch

#### Redesign and Retesting:

- Develop design requirements
- Develop template prototypes
- Test one or more prototypes (on paper or via the web)
- Make modifications and code new templates

#### Launch and Evaluation:

- Launch re-designed website
- Measure impact of redesign against performance metrics



#### **Usability Model: Lessons Learned**

- Doing your own Usability is cost effective, but it raises credibility questions.
- You need a good facilitator (energetic but non-intrusive).
- One hour sessions are best. People get tired after that.
- Recruitment is critical. Be sure the contractor can get quality participants and has replacements available.
- Location of facility and timing of tests has a big impact on recruitment.
- Have clear rationale for how you choose usability scenarios.



#### Usability Model: Lessons Learned (2)

- Bring stakeholders in at key points have them watch at least one testing session.
- Brief video clips are very powerful.
- Do a good "Heuristic Review" that evaluates your site against industry standards. Document results.
- Paper prototypes can sometimes yield more candid feedback.
- Always re-test before implementing new changes.

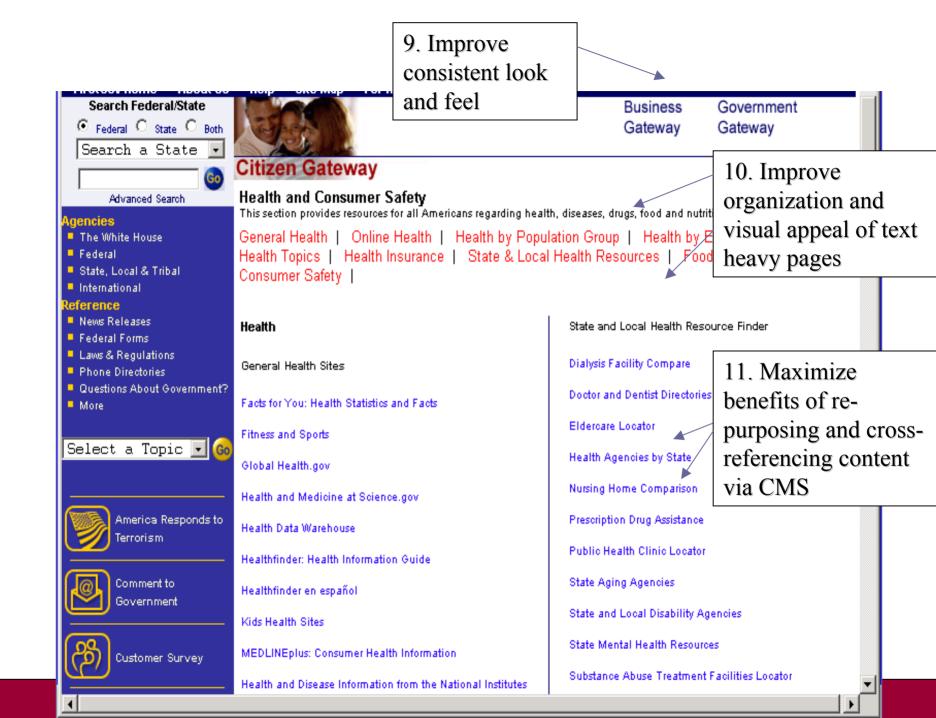


#### Key Results: What's Important (Citizen rankings on Left; Decision-maker rankings in parentheses)

- 1. Access to information about topics of interest to me (3)
- 2. Up-to-date government news (6)
- 3. Contact elected officials and other personnel (2)
- 4. Online transactions (4)
- 5. Learn about the U.S. and how government works (6)
- 6. Change citizens' perception of government (1)
- 7. Engage in online community forums (5)

#### **Priorities for New Templates -- Home Page**

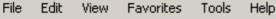














# The Australian Government already uses the Citizen Gateway as their Home Page. The Canadians are planning to do the same.





#### **Usability Research and Resources**

- Usability.gov <u>http://www.usability.gov/guidelines/</u>
- Jakob Nielson <a href="http://www.useit.com/">http://www.useit.com/</a>
- Jared Spool <a href="http://www.uie.com/">http://www.uie.com/</a>
- Steve Krug, Roger Black <u>Don't Make Me Think: A Common Sense</u>
  <u>Approach to Web Usability</u>
- IBM <u>http://www-3.ibm.com/ibm/easy/eou\_ext.nsf/Publish/572</u>
- IEEE Guidelines <a href="http://www.ieee.org/web/developers/style/">http://www.ieee.org/web/developers/style/</a>
- Web Style Guide <u>http://www.webstyleguide.com</u>
- Plain Language <a href="http://www.plainlanguage.gov">http://www.plainlanguage.gov</a>



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