

# Usability Testing

Usability testing is a big part of the software development lifecycle and can be very formal, completely informal (a.k.a. “guerrilla”), or somewhere in between.

## Guerrilla Usability Testing

There are entire university courses devoted to usability considerations when designing software.

For this course, we will focus on *guerrilla* usability testing.

Let’s have a look at how [Google engineers conduct these types of tests \(bit.ly/2ELhP1v\)](https://bit.ly/2ELhP1v).

## Questions

1. What does the term *usability* mean?
2. How many users are required to catch most of the usability problems with your app?  
As well, who did the research to determine this number?

3. How many people should be involved in watching a user during a guerrilla test?  
Why?

4. Why can't developers find usability problems with their own applications? Who is best suited to finding usability problems with an application?

Now, let's take [a look at another short video \(bit.ly/2C2O4Ym\)](https://bit.ly/2C2O4Ym) that illustrates in a bit more detail what it means to "think aloud".

5. What does a "think aloud" test involve?

6. Referring [back to the first video](#), how can a designer or developer analyze the results of a guerrilla usability test?