



# Co-thinking and Creation for STEAM diversity-gap reduction (CreaSTEAM)

2020-1-ES01-KA201-082601

TRAINING PILLS – User experience

*Alba Llauro, Eva Villegas*

<https://creasteam.eu/>

<https://ec.europa.eu/programmes/erasmus-plus/projects/eplus-project-details/#project/2020-1-ES01-KA201-082601>

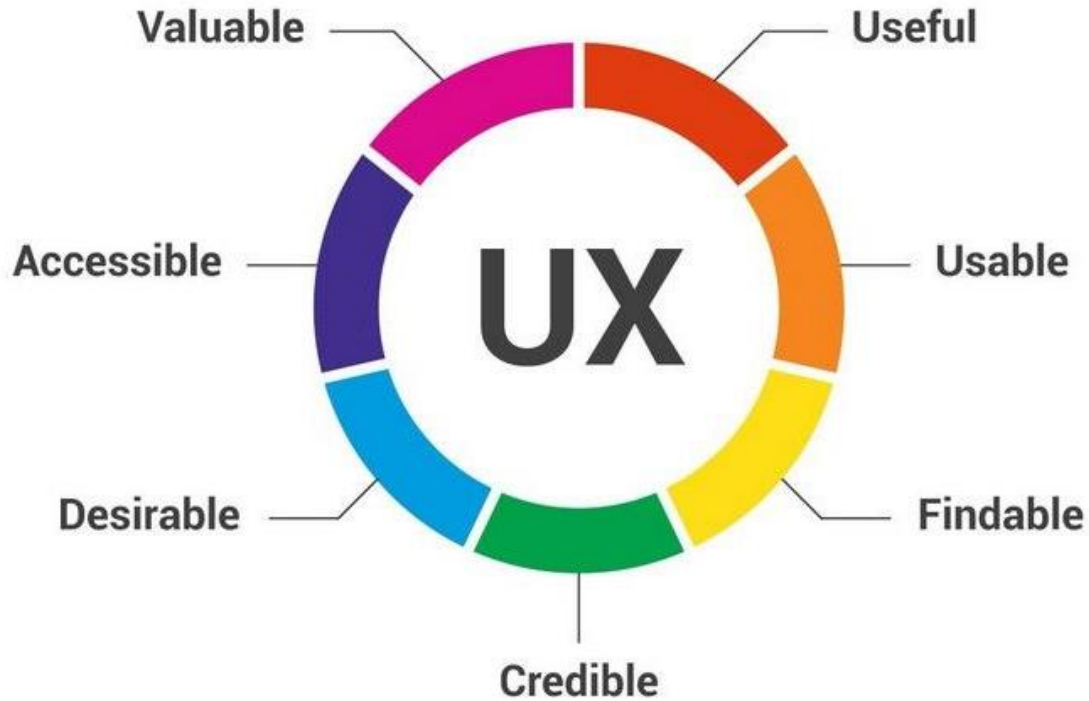


Cofinanciado por el  
programa Erasmus+  
de la Unión Europea



# 1.- User experience (UX)

User experience is a discipline that considers people's perceptions and responses with their interactions with a service or device.

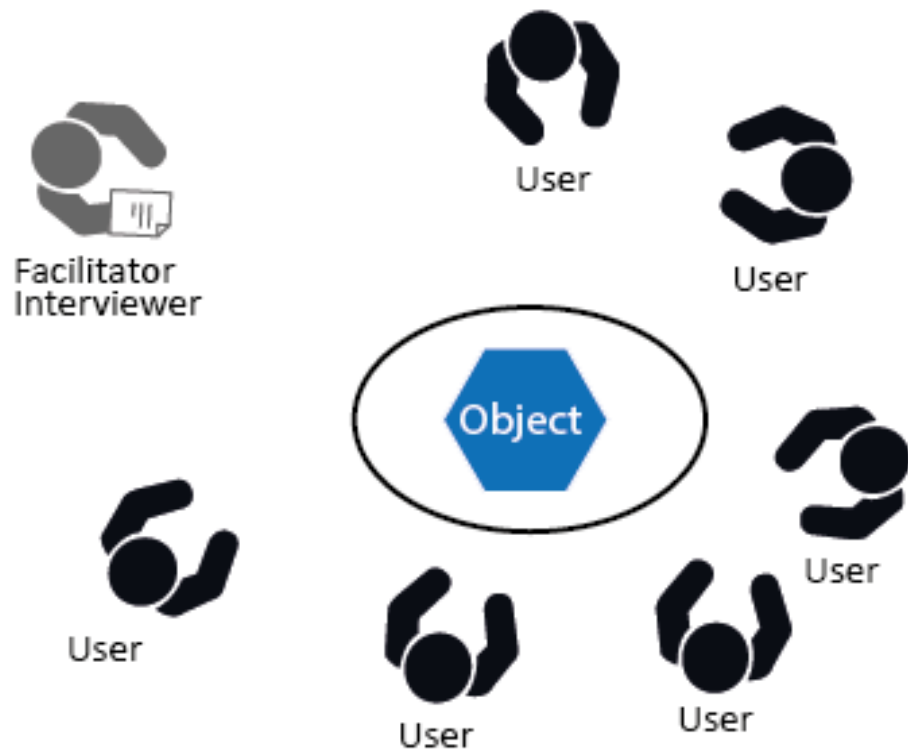


The 7 Elements that Influence User Experience by Peter Morville



## 2.- Evaluation in UX

In order to obtain relevant data in the evaluation of the product, it is important to take into account that the product must be in the development phase so that users can evaluate the functionalities and features of the prototype. It is recommended that all users participate at the same time so that they can interact with each other and generate collective doubts and comments.





## Parts of the evaluation

The evaluation is divided into three distinct parts:

- Planning: Preparation phase of the session with users.
- Test: Experimentation phase.
- Data analysis: Phase of evaluation and analysis of the results obtained during the session.

## PLANIFICATION



Objectives

Users

Tasks

Assign a team and each role:

 Observer

 Facilitator

## TEST



Record the data

Thinking aloud  
protocol

## DATA ANALYSIS



Data collection

Information  
clustering

Insights



# Planification

## ASSIGN TEAM AND EACH ROLE

- Observer
- Facilitator/Interviewer

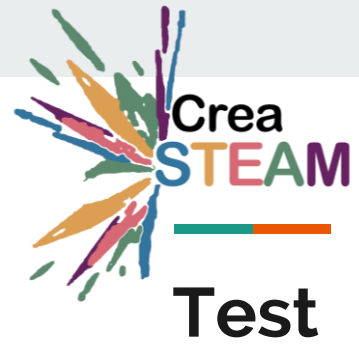




# Planification

## PLANIFICATION TEST

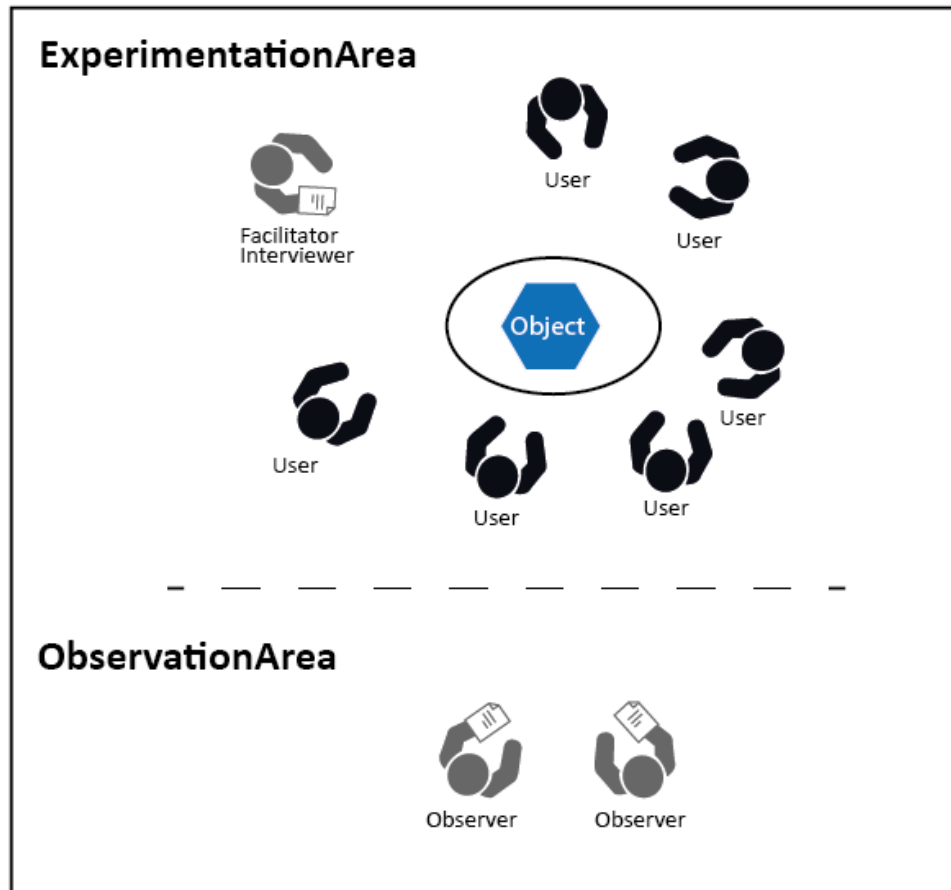
- Project objectives
- Evaluation objectives
- Profile and number of users
- Tasks to be performed
- Interview questions
- Materials and resources
- Insights



The test phase is the phase in which the experiment is carried out. In this stage, the previously designed planning should be applied.



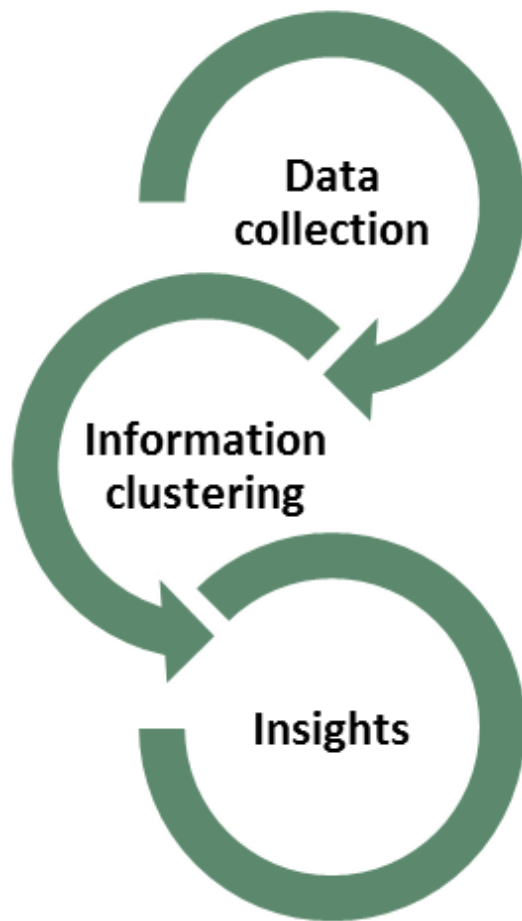
## TEST ZONE





# Data analysis

The analysis is based on the parameters established during planning and collected during the test phase.





# Co-thinking and Creation for STEAM diversity-gap reduction (CreaSTEAM)

2020-1-ES01-KA201-082601

TRAINING PILLS – User experience

*Alba Llauro, Eva Villegas*

<https://creasteam.eu/>

<https://ec.europa.eu/programmes/erasmus-plus/projects/eplus-project-details/#project/2020-1-ES01-KA201-082601>



Cofinanciado por el  
programa Erasmus+  
de la Unión Europea