Ethnographic Research and Usability Testing as Product Validation techniques

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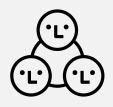
Eighty-six percent of product ideas are born from a developer's personal pain.

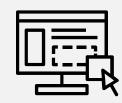
These ideas are for products nobody needs.

Tomer Sharon in Validating Product Ideas

Presentation Agenda







Validation framework

Ethnographic research methods

Usability testing

Validate the problem

- o Is this a real problem?
- Is this worth solving?

Validate the market

O Are there enough users to make up a market for your product?

Validate the solution

O Does your product actually solve the problem?

Validate willingness to pay

O Will people be willing to pay for it?





Validate the problem

- o Is this a real problem?
- Is this worth solving?

Ethnographic Research

Interviews

Contextual enquiry

Shadowing

Surveys

Validate the solution

O Does your product actually solve the problem?

Usability Testing

Formal/informal testing Including remote usability testing





Process

Define the problem

Problem statement:

Evaluate if [insert your problem here] is a real problem

Select the approach

Choose method:

Interviews, Participant observation, Surveys, Contextual enquiry, etc...

Plan and prepare for the research

Tasks:

- Identify & Recruit subjects
- Scout locations
- Prepare script
- Prepare tools and materials
- Acquire incentives

Collect the data

Task:

Conduct interviews, surveys, etc or Run usability tests, etc

Analyse the data

Tasks:

- Gather data
- Look for patterns
- Turn them into observations
- Extract insights

Report the results

Tasks:

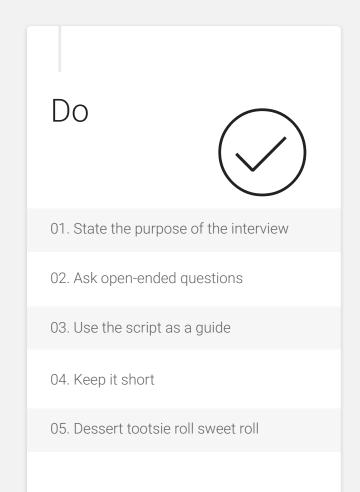
• Write a summary report Include goals, methods, insights, and recommendations

Streamline interview creation & data input/output

- 1. Create interview in Google Forms
- 2. Move screening questions up
- 3. Print multiple copies
- 4. Collect answers
- 5. Input answer data to Google forms

Ethnographic research: Interviews









- 01. Ask multiple questions at a time
- 02. Ask leading questions
- 03. Judge users (positively or negatively)



Contextual Inquiry

 Interviewing users in the location that they use the website/app, to understand their tasks and challenges



Shadowing

 Accompanying the user and observing how they use the product or service within their natural environment

Ethnographic research: Other





Surveys

 Crafting an online survey, primarily to solicit feedback from current (or potential) users.
 Quantitative method - use with caution

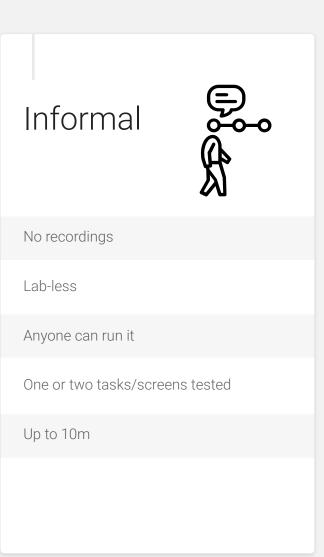
What is it and how does it work?

Usability testing is the observation of users trying to perform tasks on your website or app and to think out loud while doing so.





Formal Recorded Requires a lab Requires consent forms / NDA Experienced moderator Comprehensive testing Usually paid Usually 1h sessions





Expert review

O Typically, an usability or UX expert goes through your website/ app as your typical users would, looking for usability and experience problems and makes recommendations on how to fix them.

Other: Expert review



The first rule of user research: never ask anyone what they want.

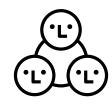


Erika Hall
in Just Enough Research



Validation framework

https://leanvalidation.hanno.co/



Ethnographic research

- https://uxdesign.cc/asking-the-right-questions-on-user-research-interviews-and-testing-427261742a67
- https://www.nngroup.com/articles/open-ended-questions/?

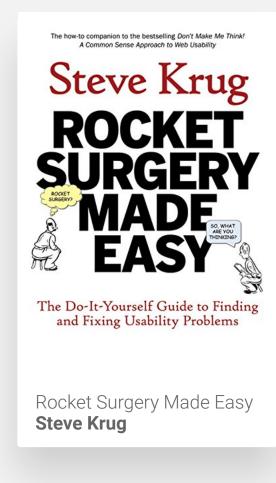


Usability testing

- $\bigcirc \ \underline{\text{http://uxbooth.com/articles/the-art-of-guerrilla-usability-testing/}}$
- http://www.currybet.net/cbet_blog/2010/06/10-tips-for-ambush-guerilla-us.php



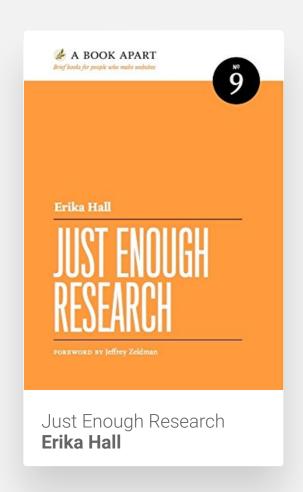
Recommended reading







Recommended reading







Thank you

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