

Step 19: Example Usability Project Planⁱ

Usability Project Plan		
Deliverable	Task	Hours
1: First Draft CM Design Mock-ups	1: Phase One Review	16
-- Paper Mock-ups	- My staff will spend some time reviewing all our Requirements Analysis phase work products, and any additional up-to-date project documentation you can provide.	
	2: Trip: Overview of Reengineering	54
	- Your team will present to us the XYZ project reengineering of the work process, so that we can base our UI design ideas on your planned architecture and information flow.	
	3: Designing Brainstorming	45
	- My staff will work closely together to generate our initial Conceptual Model Design ideas.	
	4: First Draft CM Design Mock-ups	30
	- My staff will work to document our initial Conceptual Model Design ideas in a paper-and-pencil format we can use to communicate them to you in the meeting planned for the next step.	
2: Second Draft CM Design Prototype	1: Trip: Design Brainstorming with XYZ Project Team	38
<ul style="list-style-type: none"> • VB UI Design Prototype • Testing Materials 	- We will present our design ideas to your team and spend two days discussing them with you, getting your input, and refining it according to your feedback.	
	2: Prototype Second Draft CM Design (VB)	92
	- My staff will build a very simple Visual Basic prototype of our current Conceptual Model Design ideas to use as the basis of our first usability test with real users.	
	3: Develop Testing Materials	28
	- My staff will develop all the required supporting materials to run the usability test.	
3: First Iteration CM Design Testing	1: Trip: Run First Iteration Testing with Users	54

<ul style="list-style-type: none"> • Revised UI Design Prototype • Revised Testing Materials 	<p>- I will direct you in recruiting and scheduling between eight and twelve users to participate in our test. My staff will bring the prototype down on a laptop and conduct the testing in the user work environment.</p>	
4: Second Iteration CM Design Testing	1: Trip: Run Second Iteration Testing with Users	54
<ul style="list-style-type: none"> • Conceptual Model Standards Document • Phase Two Level 2 Work Plan 	<p>- My staff will repeat the testing with a new set of eight to twelve users and the revised prototypes.</p>	
	2: Document Conceptual Model Design	60
	<p>- My staff will redesign based on our test results and then document our final design ideas as a high-level design standards document.</p>	
	3: Phase Three Work Plan	38
	<p>- I will prepare a proposal for Phase Two Design Level 2 (Screen Design Standards) and also prepare step-by-step guides for the tasks in that phase.</p>	

ⁱ Mayhew, Deborah J.(1999), The Usability Engineering Lifecycle, p. 445