

# **Figma Feature Usability Test Plan**

Version 2

## **Objective**

Determine usability for:

- New icons
- Edit options
- Instance level
- Viewport mode
- Overlay mode

## **Assumptions & Hypotheses**

1. Users will try the design panel tools over right-clicking.
2. Users will understand the new UI elements intuitively
  - a. Tooltips might be necessary
3. Users will navigate between instance levels using the Edit Options panel
  - a. They may try using the Instance Level utility instead

## **Subject**

Hi fidelity prototype of Figma feature add-on.

## **Participants & Recruiting**

- 3 participants
- Proficiency with components

## **Methodology**

Monitored test using Figma prototype via Zoom

## **Procedure**

1. Summarize what the usability test is for
2. Read tasks and scenarios to the user
3. Follow-up questions

4. Take notes and analyze findings

## Tasks

1. Update the color of the card label in viewport mode.
2. Update the style & position of the heart icon in viewport mode.
3. Update card label color and heart style & position in overlay mode.

## Scenarios

You want to make changes to the card element in your design, by updating the master component. You would like to see the edits reflected in the design without switching to another page or file by using the new context edit feature.

### Scenario 1

Update the color of the card label in view port mode.

1. Select the top card instance and use the context edit feature to make changes to the master.
2. Select the card label and change the fill to red with a color style.
3. Approve changes to revert back to the instance selection.

### Scenario 2

Update the style & position of the heart icon in viewport mode.

1. You open the context edit again and select the heart icon.
2. The heart is a nested instance of another component, so you need to go one level deeper and open a second context edit window.
3. You update the heart icon design and see it reflected at all levels.
4. You approve the changes made to the icon and return one level back to the card master component viewport.
5. Figma prompts you to publish the changes to the library and you click "Publish".
6. Figma publish modal opens and you click publish again.
7. The window says it is assembling the components and styles and closes after a delay.

8. Figma shows a loading message followed by a success message that goes away after a delay.
9. Figma prompts you to review the changes in the current document and you click "Review".
10. Figma review updates modal opens and you update all.
11. You select the heart icon and drag it to the top right corner of the card.
12. You approve the changes and return to the instance on the design. You deselect the instance and your changes are completed.

### Scenario 3

The card has been reset for this scenario. This task achieves the same result as the last two but in a different mode.

1. You select the top card instance.
2. You start a contextual edit of the card, and select the heart icon.
3. You go one level deeper and start a contextual edit of the heart icon.
4. You briefly switch to viewport mode and then back to overlay mode.
5. You adjust the design of the heart icon, and move it to the top right corner of the card.
6. You apply changes and return to the previous instance level.
7. Figma prompts you to publish the changes to the library and you click "Publish".
8. Figma publish modal opens and you click publish again.
9. The window says it is assembling the components and styles and closes after a delay.
10. Figma shows a loading message followed by a success message that goes away after a delay.
11. Figma prompts you to review the changes in the current document and you click "Review".
12. Figma review updates modal opens and you update all.
13. You drag the heart icon to the top right corner of the card.
14. You select the card label and change the fill to red using color styles.
15. You deselect the instance to see the final design.

## **Follow-up Questions**

1. Did the feature UI work within the brand aesthetic?
2. Did the feature solve a problem?
3. How difficult were the tasks?
4. Do you have any additional feedback?

## **Usability Goals**

1. Tasks are achieved easily and quickly
2. New UI elements are intuitive
3. Feature elements work with the product aesthetic

## **Analytics**

Notes will be taken after watching the Zoom videos and looking at any comments that are left in Figma.