

# Figma Feature Usability Test Plan

Version 1

## 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 card instance and use the context edit feature to make changes to the master.
2. You want to focus on just this component, so you fit the viewport window to the master.
3. Select the card label and change the fill to red with a color style.
4. 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 want to see the design system that the heart icon is a part of before making changes, so you expand the viewport window.
4. You decide to proceed with the changes and update the heart icon design.
5. You approve the changes made to the icon and return one level back to the card master component viewport.
6. You select the heart icon and change the position to the top right corner of the card.

7. 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. Update card label color and heart style & position in overlay mode.

1. You change the order of edits and begin with the heart icon first, and select the 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 to check the design system, and switch back to overlay mode.
5. You adjust the design of the heart icon, and then move it to the top right corner of the card.
6. You apply changes, return to the previous instance level, and select the card parent element.
7. To have a side-by-side comparison, you move the overlay to the right.
8. You select the card label and change the fill to red using color styles.
9. You select the parent element, reset the overlay position, and apply the changes.
10. 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.