Prototype task study



We observe five remote users attempting three tasks in one client-supplied prototype.

Who it helps

Product, marketing and strategy leads

The problem to solve

Prototype usability problems are easy to miss when the project team already knows where every interaction leads.

Working through the brief

1. **Prepare three realistic tasks**

   Gather the agreed inputs. Your concept, research objective and a client-supplied participant group or dataset.

2. **Observe five remote participants**

   Track “Prototype task” and “Observed difficulty” together so the reviewer can connect the source information to the result.

3. **Document task difficulties**

   Use observed task behaviour to decide which parts need improvement before another build cycle.

4. **Check the scope at handover**

   Recruitment, panel costs, incentives and licensed research data are separate.

Worked example

Give a participant a realistic task and record where they hesitate without explaining which control they should use.

Read the service scope / RES-024

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