

b) I would use a Cognitive Walkthrough because it is cost effective and fast to carry out when compared to many other forms of usability testing. It can be implemented to development during the ~~de~~ design phase. So, it would start by defining the task that the user would be expected to carry out. It would be the user would open the Museum app on the phone, they would need to click on the login button and then log in. This would be tested thoroughly to make sure that there would be no errors ~~R~~ regarding this as the user could go on it. The user would know that the correct action is available to them as there would be warning messages ~~on~~ on the application which would alert the user if they had done something wrong. The team would do numerous tests on the app, so the visitor phones can use this when they are in the Museum.

✓ 9/20