

Unit 8.3: Delivery and Testing

Any types of multimedia software development project need at least two major testing processes.

The development team does the first one, called alpha testing, internally themselves.

Later the beta test involved the client or external tester.

in alpha testing, you may prepare a checklist based on the style manual or a customized evaluation form.

Most importantly, the functionality of your application should be tested thoroughly.

Make sure that all the buttons are clickable and menus are functioning perfectly.

Then on the basis of what you have evaluated in the alpha testing, revision and correction should be done.

On the other hand, a beta testing is a complete testing of a final product, to be carried out by the client of your project.

It is a sort of a formal quality evaluation done externally.

You may ask your client to do it independently, but I expect you to take the collaborative testing approach. By this way you can hear the comments directly from your client. Immediate response and correction can also be done on the spot.

Developing a multimedia application thorough coverage of system functionality is very important.

It ensures that the application is ready to be launched to reach the intended audience.

You have to understand the characteristics of your target computer or running platform.

To get a clear description of what your audience would expect, consult your project client.

Meanwhile, the primary purpose of navigation is to help the user to move forward while interacting with your multimedia application.

Could you imagine how frustrated could they be if there are stuck and cannot navigate through the screens?

The characteristics of a good navigation system is that it should be persuasive and user-centric. It should help the user to understand the navigation process easily.

Usability Issue

Usability is defined as effectiveness of a product regarding to its fitness for purpose, ease for use and ease for learning.

The objective of usability testing is not only to determine whether the product is easy to learn, satisfying to use and contains the functionality that the users desire but also to identify difficulties, weakness and the areas for improvement.

While doing usability testing make sure that you consider these factors:

- Learning ability
- Performance effectiveness
- Flexibility
- Error tolerance and system integrity
- User satisfaction

Once you have conducted the usability test, analyze the testing data. Then report the results to your client.

This is important to improve the design and the effectiveness of your multimedia application or product.