



# PRODUCT TESTING

*Gathering Perspectives*

SUITABLE FOR  
YEARS  
2-10

PRODUCT:

DESIGNER/S:

CLASS:



Choose two people and observe them using your draft or prototype. Notice what they DID and SAID. Ask them what they THOUGHT and FELT.

## USER 1

DID

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SAID

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THOUGHT

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FELT

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## USER 2

DID

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SAID

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THOUGHT

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FELT

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Reflect on feedback from the users and suggest improvements.

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