Usability testing PxWeb 2

HELSINKI OCTOBER 2025

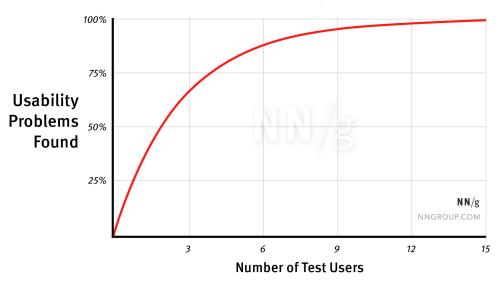


Theory

Testing on 5 users

- Most issues are found quickly
- Diminishing returns
- Faster iteration
- Cost-effective and practical
- Easier to analyze and act on

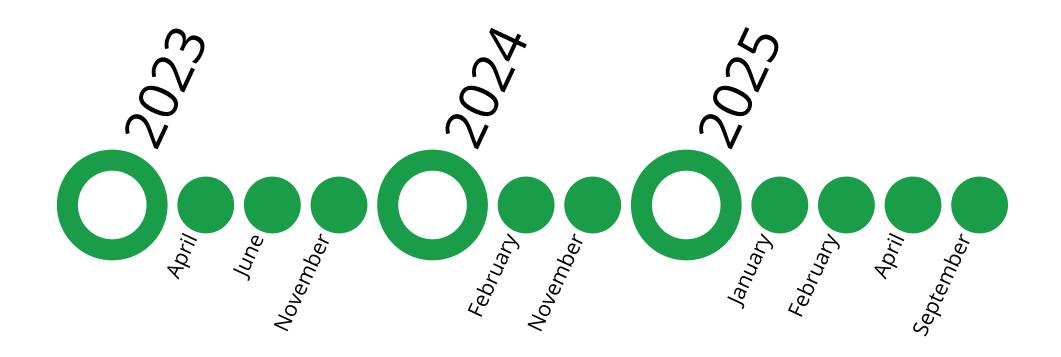
5 Users: The Optimal Sample Size for Qualitative Usability Studies





Zero users give zero insight

User tests





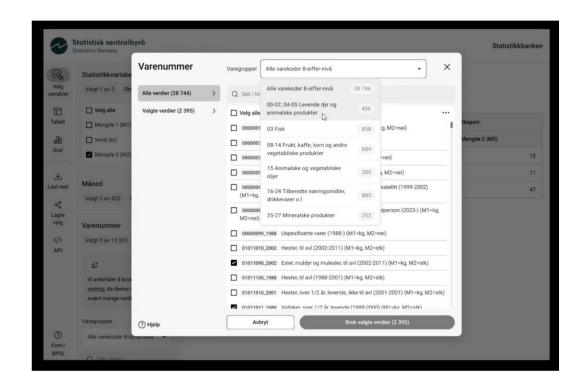
User tests

2025 2023 2024 February April January November February • June November April September



April 2023

- Prototype in Figma
- Desktop
- 5 tests in Norway and 4 in Sweden





June 2023

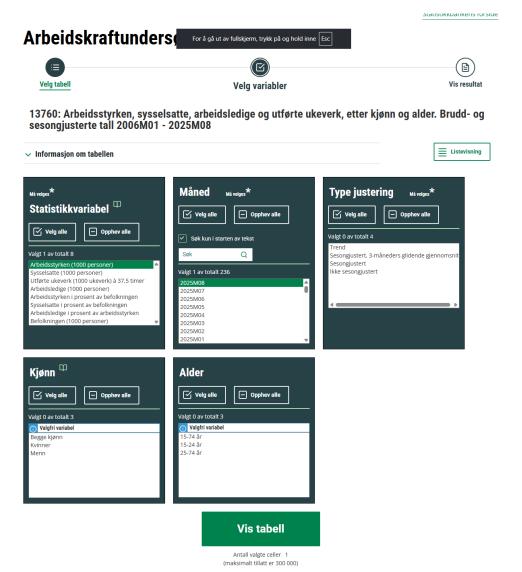
- Prototype in Figma
- Mobile
- 6 test in Norway and 2 in Sweden





November 2023

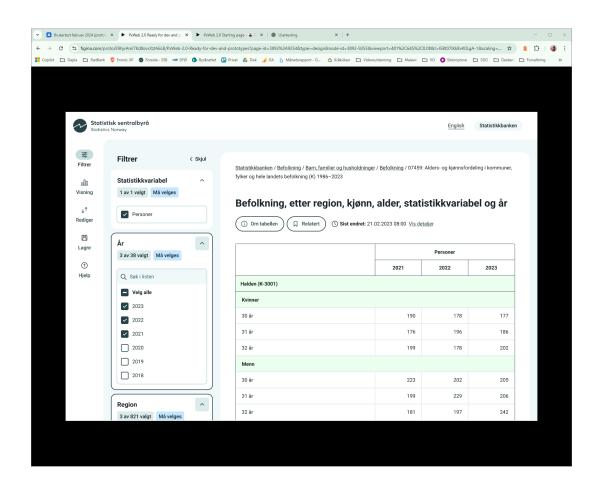
- Current version
- Desktop
- 3 tests in Norway





February 2024

- Figma Prototype
- Desktop
- 5 tests in Norway





November 2024

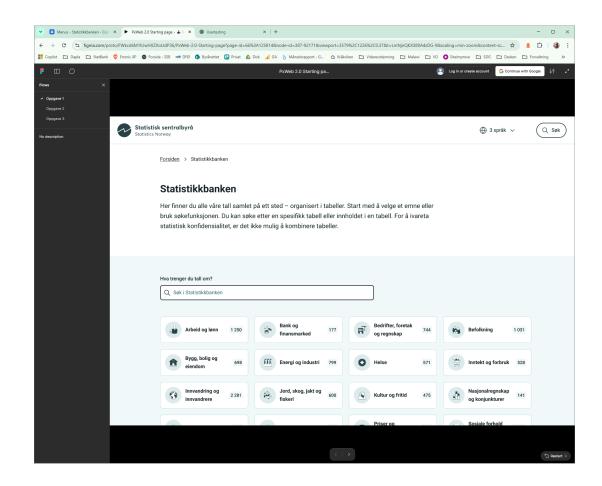
- Prototype
- Desktop
- Tests in Sweden





Januar 2025

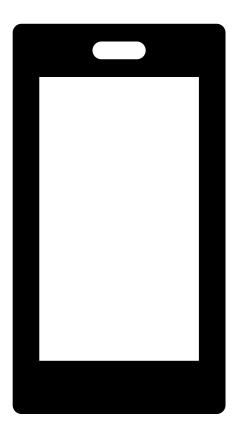
- Starting page
- Figma Prototype
- Desktop
- 6 tests in Norway





February 2025

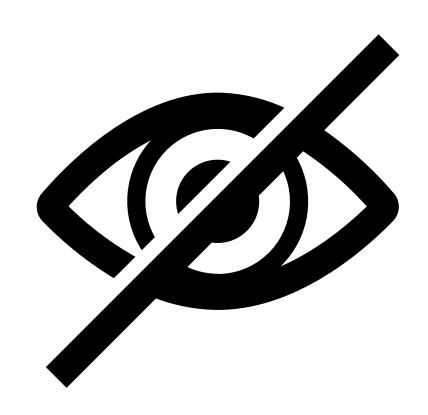
- Beta version
- Mobile
- 5 tests in Norway and 5 in Sweden





April 2025

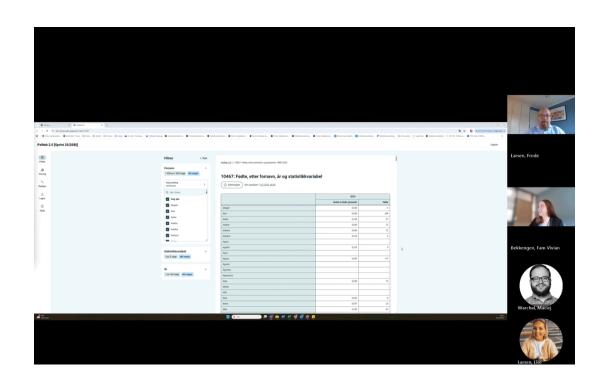
- Beta version
- Desktop and mobile
- Screenreader JAWS
- Tested on a blind person





September 2025

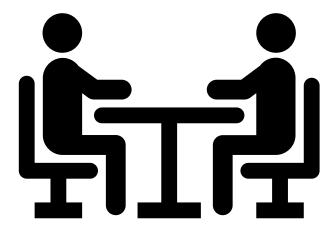
- Beta version
- Desktop
- Problem areas were tested
- 6 tests in Norway





Testpersons

- Norway: User panel
- Sweden: Extended network





What have we learned

- Tested the prototype before it was coded
- Tested on real users varied users
- Gave us confidence we were headed in the right direction

- Things we thought worked did –
 and did not
- Make small changes and test again
- Also found issues not related to PxWeb



The way forward

Will continue to test and improve





Thank you!

