

Mobile Application Usability Testing in Quasi-Real Conditions – the Synergy of Using Different Methods

- Introduction
- Mobile application for access control and methodology for testing its usability
- The methodology of the experiment in quasi-real conditions
 - *The participants*
 - *Organisation and place of experiment*
 - *Equipment*
 - *The procedure*
- Research results
 - Performance metrics
 - *Self-reported metrics*
 - *Usability problems and their severity level*
 - *Positive results of research*
- Discussion on research results
- Conclusions