ROLE PLAYING

Through the experience before the user goes through it. This helps you to relate to the users and build empathy for them as well as identify difficulties or constraints that might be faced by them. This method is ideal for testing user experience.

	User 1:	
	User 2:	
	User 1:	
	User 2:	
	User 1:	
	User 2:	
	User 1:	