Main Point:

When performing the agile methodology on the design of software, you will have validated designs by the time development starts on the design. This will increase the usability of the designs, as well as, be more cost efficient. This is done by having two tracks for the agile methodology. One for the design and one for the development and testing. The design track always at least one iteration ahead of the development.

Tabletop research:

Tabletops application are very 'user-oriented' systems. Actually, very tricky versions of such. They are suitable for collaboration, multiple users, and also provide multitouch functionality, which allows the introduction of a whole new range of interaction techniques.

Being a technology so new, there is still little knowledge on on the designer's side on how to best convey this resource to the user. That opens up a lot of room for experimentation, but eventually it also needs to be validated by users.

So, in the future, when tabletops become more popular, there will be a much larger community developing for such platform, including industry. The later, in particular, often adopt development processes, where agile methodologies have been seen as one of the most promising choices. These teams will soon feel the need to integrate usability into their workflows in order to properly explore tabletop's complex interaction environment, and having usability well aligned with these agile development processes will therefore be very beneficial.

3 Main Discussion Points:

1. Usability testing can be part of an agile methodology
2. Group interactions on tabletops will impact the type of usability study
3. Iterative development leads to better usability results