

User Testing Script

Introduction:

Hi, _____. My name is _____, I am going to be walking you through this user session today. This process should take 10-15 minutes to complete. As you may already know, I am having people try out my new application I am building to see what may need to be change and improved. This is not to test your skills, but rather it is a test to see if my application is intuitive to be quickly understood by a user. As I have you dive into this application I would like you to feel free giving completely honest feedback, I won't be offended. You are encouraged to think out loud as much as possible; say what you are looking at, what you are trying to and, and what you are thinking. This will help me understand the process and success of the application. If you have any questions, please feel free to ask them at any point. Throughout this evaluation, I will be taking notes and asking you to fulfill specific tasks; is that okay?

Familiarity Questions

Before we begin, I have some question I would like to ask:

1. How familiar are you with smart phones?
2. How confident do you feel operating a smart phone?
3. Have you used applications to keep track of statistics?
4. What is your familiarity with keeping statistics for ultimate frisbee games?

Start Up

As we open the application, I want to give you a brief rundown on the application. This application is intended to help coaches and players establish their rosters, and gather the important statistics that occur throughout the season. How this process happens is the coach/ player will enter their roster, begin the first game, and follow along point by point for the entire game entering information prompted by the application. The important statistics you can record are; goals, assists, blocks, turnovers, and points played. Once the game is over, you can exit the game in the application and begin a new game. This process will repeat itself until the season is over and you will have accounted for all the important statistics from your season. These statistics are available to you at any time throughout the season.

Time Questions

- 1- First, I am going to have you set your roster; provided are 10 names for you to enter into the application that represent your roster for the season. *(time)*
- 2- Now I want you to start your first game; and start your starting lineup to simulate a standard offensive point in ultimate frisbee; set your lineup, who scores, who assists, and if we got a block. *(time)*
- 3- Now I want you to simulate a defensive point; set your lineup, and who scores. *(time)*
- 4- Now I want you to simulate a game ending with a score of 5-3 for BYU. *(time)*
- 5- We now have a video of a single point in a game of ultimate frisbee, I want you to set the line and follow what corresponds in real time with the application. *(time)*

Follow Up Questions

Thankyou for letting me have you simulate certain situations on my application; now I have a couple house-keeping questions for you:

- BASIC

1. On a scale from 1-10, how intuitive is this application?

(1 = Impossible to use : 10 = Anybody could use it easily the first time)
2. On a scale from 1-10, how effective is the layout of this application?
3. What sections of the application were intuitive and easy?
4. What sections of the application were difficult to comprehend and work with?
5. On a scale from 1-10; how likely are you to use an application to record statistics for your team?
6. When was the last time you had a need for an application like this?
7. On a scale from 1-10; how likely are you to use THIS application in a game scenario?

- ADDING ROSTER

1. On a scale from 1-10, how easy and intuitive was it to enter your roster?
2. Was there any functionality about entering your roster that was difficult?
3. Would you change anything about this layout to make it easier for a user?

- STARTING SEASON

1. On a scale from 1-10, how intuitive was this layout?
2. Would you change anything about this layout to make it easier for a user?

- SIMULATING A GAME

1. On a scale from 1-10, how intuitive was this layout for simulating a game?

2. Do you feel the way points are simulated is accurate and easy?
3. On a scale from 1-10, how easy was it to gather data from your players in a game?
4. Would you change anything about this layout to make it easier for a user?

- SIMULATING A POINT

1. Were you able to gather the necessary data before the next point happened?
2. On a scale from 1-10, how easy was it to gather the data from this point?