

# NATURE'S CALL – USERTEST

## GOAL

Getting the best card design possible, that means:

- The cards are comfortable to hold.
  - Up to 10 cards at a time.
- The cards are nice to shuffle.
- The cards are not too small, text is readable.
- The cards are not too big, so they won't fall out of your hands.
- The cards don't get damaged easily.

## TARGET GROUP

Most importantly: our client Joris.

And second classmates and other people that are interested.

## TESTING METHOD

We interview the target group and give them some cards.

The different types of cards:

- 40 cards printed on normal a4 paper, 8cm in height.
- 40 cards printed on normal a4 paper, 12cm in height.
- 40 cards printed on thick a4 paper, 8cm in height.
- 40 cards printed on thick a4 paper, 12cm in height.

## TEST SCENARIO

*Start off with a greeting:*

*"Hallo wij zijn twee student en zouden je graag wat vragen willen stellen over speel kaarten."*

*Explain the project:*

*“We hebben een project gemaakt en het is een fysiek kaartspel.”*

*Ask the question and give the person 1 card of each type:*

*“Welke houdt het fijnst vast en ligt het best in de hand.”*

*Ask a follow up question if the person didn't already mention this:*

*“Kun je al de tekst op de kaarten duidelijk lezen?”*

*Give the person 10 cards of his favorite:*

*“Kun je ze allemaal vasthouden zonder te laten vallen”*

*Give the person a full deck:*

*“Kun je dit deck proberen te schudden voor ons, alsjeblieft.”*

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*With those questions we answered all except one, which is:*

- The cards don't get damaged easily.

This one will be tested after all the interviews are completed and observing the cards and looking for dents, bended edges and other type of damage.