

# Dropplit

User Testing

# User Questionnaire

Answer the questions truthfully to ensure your demographic

If you don't mind what's your genders?

The primary target audience is female due to 80% of the consumer market being such. I want a majority of women that go out in a consistent manner ideally to set and collect drop.

On average how much time do you spend on your phone?

Everyone has a phone but people may not be on it as much as the rest of the population we have to gain user insight to figure out how many drops user may visit.

Do you play pokemonGo or use Meetup?

How familiar is my user with the ar functionality and how active are they with the community.

Do you commonly use your phone when you're outdoors?

The AR feature is the big selling point for this app, this relies heavily on the user being outdoors to truly use

On average how much time do you spend out and about?

We need to know if the user is actually moving place to place or the app is pointless.

How do you feel about games like hiding and seek?

The primary selling point is placing messages around the area to later find similar to the childhood game

# User Testing Plan

## Purpose & Objective

Our goal is to ensure the most direct and effect way for users to set and collect messages throughout their environment. The questions provide are to test flow, feedback and responsiveness of the app to ensure understanding and a positive user experience.

## Role & Methods

This is one role which is divided into subroles this is collector and setter, while you use the app switching between the two subroles is expected... to fully grasp the app and its features.

The testing environment will be conducted in 3 location. 1 bars, 1 Pub and 1 school. The 2 bar locations will be given the app in the bar and asked to conduct user test as they see fit throughout their 4 - 6 hour shift and or social outing. The Fullsail school test will be conducted based on user preference ranging for 1 to 2 hours.

## Number of participants

There will be a total of 4 participants, 3 females and 1 male due to the target audience being geared towards the female market.

# Metrics

- Ease of use and flow
- Drops set and collected.
- Time user spends on app
- Points user generally go to
- Content user post.

# Needs

- Wifi and or service.
- Android Phone.
- Note taking material.

# JOHN KAY

- 26 years old
- Writer
- Fort Myer, Fl

John is a writer for his local paper and spends most of his free time working on his persona novels. While most of his days are indoors he relishes the idea of getting outside the house to see more of his local community but doesn't know where to start. He's very tech savvy and spends some of his free time on mobile gotcha game.





# SAMANTHA SWAY

- 26 years old
- Radiographer
- Single

Sam recently moved to Dayton, OH and works tiring hours at the Dayton Hospital. She spend a good amount of money ordering good from amazon however, there are time where she would like to pick up good rather than wait. Being fairly new to the area she would like something to connect her with people in there area to fulfill her shopping needs.



# SAMUAL OCONSKI

- 23 years old
- Musical Engineer
- Atlanta, GA

As a Musical Engineer Sam spends most of his time inside his studio mixing beats. When he does go out he spends it drinking with coworkers. Often he is on his phone trying to find the next place and would like to spend his time at the liveliest places around him.



# Discussion Guide

## Introduction

Hey! my name is Adam Infiesto I'm the creator of the app that ill be asking you to use. The overall purpose of the app is connect you with others and receive information about what's going on around you through "drops".

## Test Goals

Overall the goal is to ensure that the users are able to comprehend the features of the app and its overall purpose. Most of the provided tasks are move at your own pace to fully get engaged with the features. All informations is valuable even the negatives so please hold no punches when testing, but to remember to not stray to far from your normal routines.

## Test Scenario

Ill provide you a series of task to complete there is no time limit so complete as many or as little as you like within the allotted time. Take mental notes of any mishaps or confusions that you may encounter. Remember this is for testing purpose so please enjoy the app.



# Discussion Guide

## Define the Task

- Go to your profile, fill in your profile information.
- I've set a trending drop/message not too far from our location find the drop.
- If you're at the drop use the AR feature to view it.
- Add the Drop/Message, then place one of your own.
- Edit your drops caption.
- Follow a user and add one of their Drops.
- Leave a comment then Sign out.

## Follow-up Survey

- On a Scale from 1 - 10, how easy was it to find the trending drop.
- On a Scale from 1 - 10, how would you grade the loading/saving and editing your information.
- On a Scale from 1 - 10, rate the usefulness of the edit and navigation feature.
- On a Scale from 1 - 10, rate the ease of navigation based on the tasks provided.
- Y or N, did you find the AR features easy to use?

## Thanks

First and foremost thank you for your time and understanding. We take your feedback very seriously and updates will be added accordingly.