Test Administrator: Thomas Braccia
Test Subject: Morrica Hess
Apps: Task Keeper

Similar to the HPT you did earlier in the semester, the HPT protocol for the capstone has four parts: (1) a pre-task survey, (2) task performance, (3) a post-task survey, and (4) qualitative feedback solicitation.

Part 1: User Expectations, Pre-Task Survey

Have the subject answer the following questions about each task:

- 1. I expect this task to be, overall: (a) very difficult to accomplish, (b) difficult to accomplish, (c) easy to accomplish, or (d) very easy to accomplish.
- 2. I expect the time spent on this task to be: (a) very long, (b) long, (c) short, or (d) very short.
- 3. I expect the information I need/needed to find for this task to be: (a) very difficult to find, (b) difficult to find, (c) easy to find, or (d) very easy to find.
- 4. I expect the information I need/needed to enter for this task to be: (a) very difficult to enter, (b) difficult to enter, (c) easy to enter, or (d) very easy to enter.

	Task A	Task B	Task C	Task D	· Task E	Task F
Question 1	\odot \odot \odot	⊙ ⊙ ⊙	(a)(d)	● ● ● ●	●●●●	● ● ○ ●
Question 2	● ● ④	⊙ ⊙ ⊙	(a)(b)(d)	● ② ②	⊙ ⊙ ⊙	● ② ② ④
Question 3	● ⊙ ⊙ ₀	● ● ⊙ ④	⊙ ⊙ ⊙	(a)(b)(d)	••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••<l< th=""><th>● ● ○ ●</th></l<>	● ● ○ ●
Question 4	● ● ④	● ● d	● ● ④	● ● ○ ●	② ② ②	● ○ ④

Part 2: Observations

Perform each of the tasks above in order. Encourage the subject to explain what they are trying and why. Remind the subject that they should make a good-faith effort to complete each task, but the GUI may be flawed, and it is okay if there is a task they cannot complete; you can still use data about how long it takes them to conclude that the task is impossible. If you are running low on time, you may end a task early and mark it as incomplete.

For each task, record whether the subject was able to complete it in a reasonable amount of time, the number of steps (e.g., taps, scrolls, drags, etc.) they took, and the number of those steps that you as a designer would consider to be extra steps.

	Task A	Task B	Task C	Task D	Task E	Task F
Task Completion	(2) (0)	② ①	(1) (1)	Ø 20	@ (b)	@ 🙃
Steps Taken	<u></u>	9				-6-
Extra Steps Taken	i.	12				

(If you have time, and the GUI under test is complicated enough, you can also measure learnability by rerunning a task and comparing the number of steps taken in a second attempt to the number of steps taken in the original attempt.)

Part 3: User Expectations, Post-Task Survey

Have the subject answer the following questions about each task:

- 1. I experienced this task to be, overall: (a) very difficult to accomplish, (b) difficult to accomplish, (c) easy to accomplish, or (d) very easy to accomplish.
- 2. I experienced the time spent on this task to be: (a) very long, (b) long, (c) short, or (d) very short.
- 3. I experienced the information I need/needed to find for this task to be: (a) very difficult to find, (b) difficult to find, (c) easy to find, or (d) very easy to find.
- 4. I experienced the information I need/needed to enter for this task to be: (a) very difficult to enter, (b) difficult to enter, (c) easy to enter, or (d) very easy to enter.

	Task A	Task B	Task C	Task D	Task E	Task F
Question 1	⊙ ⊙ ⊙	⊙ ⊙ ⊙	⊙ ⊙ ⊙	\odot \odot \odot	⊙⊙⊙⊙	0 0 0
Question 2		••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••••<l< th=""><th>\odot \odot \odot</th><th>\circ</th><th></th><th></th></l<>	\odot \odot \odot	\circ		
Question 3	~ ~	\odot \odot \odot	~ ~ -	$\circ \circ \circ \bullet$		$\bigcirc \bigcirc $
Question 4	(a) (b) (c) (b)	⊙ ⊙ ⊙	⊙ ⊙ ⊙	⊙⊙⊙	6 6 6 6	

Part 4: Additional Comments

Record any additional comments from the subject below:

- * Fairly straightforward after you figure out how to refresh it.