## User Testing Plan

**Location and setup**

Online (remote). Meetings conducted via Microsoft Teams. Participants are required to have machines running x64 bit Windows OS and a microphone.

**Recruiting participants**

Participants will all be recruited online, through a combination of communications with RNIB and social media posts about the research project.

**Session Outline and Timing**

We will conduct a minimum of 5 and maximum of 8 individual 30 minutes usability sessions. We will use 5 minutes of each session to explain the session to the participant and review basic background information with the participant. And then, for 10 - 15 minutes of the session, participants will use the provided application and try to make a simple level for a 2D platforming game. Finally, we will conduct a post-test debriefing interview for 10 minutes.

**Pre-test arrangements**

Have the participant:

* Review the participant information sheet (PIS) and the consent.
* Return signed consent form to moderators.

**Introduction to the session / Background Interview (5 minutes)**

* Debrief data collections and recording permissions
* Start Recording in Teams!
* Explain the objectives of this testing
* Pre-interview questions

**Tasks (10 - 15 minutes)**

Participants will start a series of tasks to play the provided game using the level editor application.

* Objectives and Introduction
* Think aloud
* Loading the application
* Editor tool overview
* Provide tasks

**Post-test debriefing (10 minutes)**

* Follow up on any problems that came up for the participant.
* (optional) Ask their experience compared to other similar products.
* Ask broad questions to collect preference and other qualitative data.

*\*\* Save the live transcript before leaving the Teams meeting*

**Interview Questions**

**Performance to measure:**

Speed at which the user is able to add, remove, and modify entities in the scene once given an introduction to the application. Additionally, the number of times the user can complete these tasks without assistance from the researcher.

**Background interview questions:**

What is your background/interest in computer games and computer games development?

To what extent does your vision loss affect your ability to interact with computers?

What software and tools do you prefer to assist you when using computers? (Names of specific screen readers, other tools, etc.)

What kind of games do you normally like to play or make?

Are there any kinds of games you’d like to be able to play or make yourself, but haven’t been able to thus far due to accessibility issues?

**Post-test questions:**

How did you find the process of navigating the menus with the keyboard?

What did you think of the audio descriptions for menu items and buttons? Were they helpful, unhelpful, and why?

How did you find interacting with the viewport and scene objects?

How did you find playing through the demo level you created?

What are your thoughts on this project overall? Would you say your experience has been a positive or negative one?

Is there anything you would change or add to this project? What would you suggest and why?

Are there any other comments you’d like to make?

**Tasks**

Add a new static entity to the scene.

Translate the entity to specific position.

Add a second static entity next to the previous object in the viewport and translate it to another position.

Navigate to properties panel and change an entity property.

(Unfinished)