GoodDays Usability Test Protocol

Introduction

(Following informed consent...)
Thank you for agreeing to participate. For the next 30 minutes, we will be looking at a desktop app to gain insight into how you would use it and how we can make it easier to use. Keep in mind though, that **this is not a test of you; we are evaluating the app.**

While you use the application, we would like you to **"think out loud"** and let us know what you are doing and thinking – what you like and dislike, what surprises or confuses you, and any other thoughts you have.

We would also like you to keep in mind that you will be using a prototype version of the app, and non-essential parts of the UI are not yet interactive.

Do you have any questions before we begin?

Background

First, let us ask you a few questions about your previous experience using personal journals.

Do you regularly keep a journal or have you ever done so in the past?

Which aspects of journaling are particularly important for you?

What aspects of your current/previous journal did you not like?

Tasks

Now, we would like you to use the application to try to complete a few tasks.

"On a scale from to 1, where 1 is "very difficult" and 5 is "very easy", how would you rate your experience completing this task?"

"Why do you feel that way?"

Task 1

Looking through the activity options, you feel like something is missing. Try to open the *create activity* dialog.
Now, close the dialog.

Completed: ☐ Yes   ☐ No   Score: 1 2 3 4 5

Notes/reasoning:

Task 2

Try to delete the *Gym* activity.

Completed: ☐ Yes   ☐ No   Score: 1 2 3 4 5

Notes/reasoning:

Task 3

Today is October 26th, and you want to make a new entry. Try to access the journal entry for October 26th, then select a mood.

Completed: ☐ Yes   ☐ No   Score: 1 2 3 4 5

Notes/reasoning:

Task 4

You are curious about how your month has been. Find a way to see your most common mood throughout October.

Completed: ☐ Yes   ☐ No   Score: 1 2 3 4 5

Notes/reasoning:

Task 5

You want to keep your journal secure. Find a way to set a password so you can lock the application.

Completed: ☐ Yes   ☐ No   Score: 1 2 3 4 5

Notes/reasoning:

Task 6

Now that you have added a password, lock the app.

Completed: ☐ Yes   ☐ No   Score: 1 2 3 4 5

Notes/reasoning:

Debrief

Now that you have completed all of the tasks, we have a few closing questions for you.

How would you rate your experience completing the tasks? Use the same 1 to 5 scale, where 1 is "terrible" and 5 is "great".

Score: 1 2 3 4 5

Why do you feel that way?

Could you see yourself using GoodDays?

Are there any features that you felt were missing?

Do you think GoodDays would work better as a mobile app?

Conclusion

That was the last question, you have finished the study. Thank you for participating!