User Testing – Low Fidelity Prototype

Interviewer: James McAuley Signature:

Interviewee: Ankit Signature:

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**Walkthrough Notes:**

* Pretty good
* Gamification might have negative aspects
  + If your private then you might not show your code
  + Maybe groups can opt out of the leader board
  + Maybe a PAF system
* How would this work outside of a university circle?
* Implement the idea outside of university
* People must join at the same time

**Questions:**

Question #1: Can you please explain the website and the aim of the website back to me?

Answer:

* Is essential helping people code together
* Help people learn team aspect, code with other people, be more consistent as a group

Question #2: What would you add to the website to further improve it?

Answer:

* A way for people to not feel like horrible if they cannot catch up to the other members
* Gamification does not demotivate people
* Take away a little from the over achievers
* Do not allow abuse or neglect to people not performing
* Anti-social people might be coder (differentiate the people)
* Maybe have heart reacts or medals
* Achievement system

Question #3: What would you remove from the website to simplify it?

Answer:

* Remove the ‘uni’ aspect
* Working to a higher power with consistent work
* Having someone check the work might take away from people do not want to be checked
* Maybe have the statistics be a smaller component of the design

Question #4: What are your favourite features?

Answer:

* Live code being divided

Question #5: Would you use this app?

Answer:

* Yes, but only in a university environment