TIDE USER EXPERIMENT

LNSI

Introduction speech to the user:

"The experiment is divided in 3 parts. The first part will allow you to discover the application and learn to use it. In the second part, I will guide you through two scenarios where you will play a role, and have to do specific things with the application. The third part is an online questionnaire that you will fill out on the computer.

But first, let me present what we will be working with. This is the Microsoft Surface, a tabletop computer with a multitouch screen. It works like a big smartphone, please try.

We will use an application called TIDE. This application allows you to connect a smartphone to the tabletop.
    TIDE is a only a prototype, meaning that there are things that are not finished, and some that are not implemented, so please be patient in case of unexpected behavior. Especially, please be aware of the following things:

- to pair the phone with the table, you place it, and the table detects it. what happens is that sometimes the table does not see the phone, so you have to move it around until it works. Sometimes the table will think it sees a new phone, so you will have to click 'no'.
- when you touch inside the window, you interact with the phone. But the application is very slow. So the golden rule is to only give one input at a time, so you atom then you wait until the screen refreshes, then you continue.
- as you can see, there are two elements to the application. Inside the window is for using the phone, but you can also manipulate the window. This is what this experiment focuses on.
- Finally, one important thing, remember that it is the system that is under test here, not you. Nothing you do will be a mistake, only the application will make mistakes.

Let us start."

1. Discovering Tide (10 min)

1.1. Free exploration. " You have a few minutes to discover the application on your own. Here is a list of what you can try to do with the application. Please, comment aloud on what you are doing, and what is happening. "

The list of suggestions should be apparent, for example hanging on the wall.

1.2. Features (designer fills out EF1). " Together, we will go through all the application features, and I will teach you the features that you haven't discovered on your own. I fill out this form, where I register which features you discovered yourself. "

2. Using Tide (10 min)

" Now we will do a little bit of role playing. We will go through two scenarios, where I will direct you to do specific things with the application. I will tell you exactly what to do, step by step, but it is up to you to decide how to do it. "

2.1. Gaming. " The first scenario is about two friends in a waiting room. They are bored, and decide to play a game of tic-tac-toe to pass the time. "

(1) connect the iPhone to the tabletop
(2) launch the game called 'tic tac toe'
(3) start a 2 players game
(4) enlarge the window and position it so we can play
(5) now we play
(6) exit the game
(7) close the application

2.2. Browsing. " The second scenario is about two friends that are planning a surprise dinner for the birthday of a third friend named Bob. You will look up a place called cafe alma on the internet, and you will show me where it is and how to go there from here. When Bob approaches, you should hide what we are doing. "

(1) connect the HTC Legend to the tabletop
(2) launch the app called Internet
(3) adjust the position and size of the window
(4) type on the google search bar
(5) type 'cafe alma' and hit search
(6) tap 'contact'
(7) Bob is passing by, minimize the window
(8) restore the window
(9) use your phone to zoom on the address
(10) go back to home screen
(11) launch the app called Maps
(12) hit search
(13) type 'isafjordsgade 5' and hit enter
(14) zoom in on the address

(15) find ITU on the map
(16) adjust the position and size of the window to show it to me
(17) Bob is here, minimize the window
(18) restore the window
(19) show me how to walk from ITU to cafe alma
(20) return to phone home screen
(21) exit application

3. Questionnaire (10 min)

The user fills in the evaluation form Tide-EF2.