TIDE USER EXPERIMENT

LNSI

Introduction speech to the user:

"The experiment is divided in 3 parts. First, you will learn how to use the application. Second, I will guide you through two scenarios where you will use the application to do specific things. Third, I will ask you to answer to a questionnaire.

The Microsoft Surface is a tabletop computer with an interactive display. You interact with it by using finger touch, like on a smartphone.

The TIDE application allows you to connect a smartphone to the tabletop. To do that, you only need to put the phone on the table. An application window appears on the table screen, which resembles the phone. You can manipulate the window, but if you touch inside, the input will be relayed to the phone.

This is a prototype, implying that the application presents some defaults. The main issue is that there is an important lag when interacting with the phone, please be patient. Unexpected behavior might occur, in which case I will step in to keep the experiment on track."

1. Discovering Tide (10 min)

The user discovers the application and learns to use its features. First by himself, then with the support of the designer.

1.1. **Free exploration.** The user has 5 minutes to freely try the prototype, understand how it works and discover its features.

1.2. **Features.** User and designer go through each command together. For each command, the user shows which actions he knows. If there are any unknown actions, the designer teaches them to the user.

The designer fills out the form Tide-EF1.

2. Using Tide (10 min)

The designer guides the user through two scenarios where the user performs various tasks using the application. The designer tells the user what to do, but not how to do it.

2.1. **Gaming.** Scenario: user and designer are two friends in a waiting room. They 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) position and resize the window to allow for 2 players to interact
(5) now we play three turns
(6) exit the game
(7) close the application

2.2. **Browsing.** Scenario: user and designer are planning a surprise dinner at a restaurant for the birthday of a friend. The user uses the application to go online and find the address of a restaurant, then to find how to go from the university to the restaurant. When the friend is close, the user should hide what he is doing.

(1) connect the HTC Legend to the tabletop
(2) adjust the position and size of the window
(3) launch the app called Internet
(4) find the address of 'restaurant aristo'
(5) minimize the window to hide what you are doing
(6) restore the window
(7) launch the app called Maps
(8) look up the address for the restaurant
(9) find out how to walk from ITU to the restaurant
(10) rotate the window to show me how to walk from ITU to the library
(11) minimize the window to hide what you are doing
(12) restore the window
(13) return to phone home screen
(14) exit application

3. Questionnaire (10 min)

The user fills in the evaluation form Tide-EF2.