Beta Test Plan – Trio-Signo

Cover Page

Project: Trio-Signo
Title: Beta Test Plan
Context: EIP – 4th year
Date: April 25th 2025

1. Introduction & Objectives

1.1 Context

Trio-Signo is an interactive application for learning French Sign Language (LSF), inspired by Duolingo. It features interactive exercises, gesture recognition via camera, and comprehension tests.

1.2 Beta Test Objectives

- Identify bugs and issues before the official release
- Collect feedback on the interface and user experience
- Evaluate the gesture recognition system’s accuracy
- Test compatibility across various devices (Android, iOS, Web)
- Fine-tune gamification mechanisms to maximize engagement

2. Tester Profiles

2.1 Participation Criteria

- LSF learners (beginner and advanced)
- Deaf or hard-of-hearing individuals
- LSF teachers and trainers

- Users of language-learning applications
- Users on iOS, Android, tablets, PC

- Users not familiar with digital

2.2 Conditions

- Have a compatible device
    - Runs one of the supported platforms: iOS, Android or Web browser
    - Has a working internet connection
    - Supports video playback and recording (camera)
    - Has sufficient storage to install the app and store temporary files
    - For users unfamiliar with tech: support from a relative or assistant is acceptable
    - Have sufficient hardware and software capabilities to run small AI models
- Commit to testing for at least 2 weeks
- Provide regular feedback via forms or messaging

3. ⚙ Features to Test

- Registration and login.
- User interface and navigation.
- Interactive exercises (gesture recognition, quizzes, translation).
- Camera-based gesture recognition.
- Daily notifications and reminders.
- Progress tracking and rewards system.
- Compatibility with various devices and systems.

4. Test Scenarios

Scenario	Tester Role	Feature Being Tested	Test Step	Expected result
1	Beginner Learner	Sign-up and Login	Open app → Create account → Log in	Account created and redirected to home screen
2	Deaf User	Navigation	Click each main menu → Go back → Navigate through the app	Smooth navigation without bugs or delays
3	All user profiles	Interactive Exercises (level 1-2)	Choose exercise → Respond → Validate	Correct feedback and progress saved
4	LSF Teacher	Gesture Recognition	Activate camera → Perform displayed sign → Validate	Correct recognition of gesture in at least 85% of cases
5	Experienced User	Notifications / Reminders	Wait for daily notification → Click it	Notification received and directed to home page

Scenario	Tester Role	Feature Being Tested	Test Step	Expected result
6	All user profiles	Gamification	Complete a module → Observe badge/XP attribution	Reward given and score updated
7	Tablet or Phone User	Multi-device Compatibility	Test on Android, iOS, tablet, browser	Proper UI adaptation without major bugs
8	User with low digital literacy	Sign-up, Navigation, UX	Open app → Attempt account creation without help → Navigate through main menus → Start a basic exercise	User can complete each step with minimal confusion. Interface is intuitive and guidance elements are effective.

5. Tools and Platforms

- Bug Tracking: Github Project
- Contact: Email
- Feedback Collection: Google Forms

6. KPIs & Success Criteria

Key Performance Indicator (KPI)	Target Threshold
Gesture recognition accuracy	>= 85% accuracy
App response time	< 1 seconds between action and result
Rate of critical bugs	< 5% of testers reporting blocking issues
Overall satisfaction	> 80% positive feedback
Tester retention rate (over 2 weeks)	> 70%
Recommendation likelihood	> 70% of testers would recommend the app

7. Post-Test Action Plan

- Analyze feedback and fix critical bugs
- Integrate suggested improvements
- Optionally launch an open beta phase
- Plan the official release

Planned beta test start date: May 26th 2025
Estimated duration: 2 to 4 weeks