OBSERVER BRIEFING

First, we'd like to thank you for your participating in our usability tests of easyClass as an observer. We highly value your participation, and all your observations and comments during the experiment are of significant importance to our evaluation of our preliminary paper prototype and will be much appreciated.

Today you will be testing two prototypes of an in-class application that helps ease the interactions in school class. Throughout the testing, you'll be responsible for simulating the interaction process between the test users and the prototype by switching the interface design cards as per user's' actions. You can expect all the users have no pre-knowledge of this application before the testing, and they are supposed to perform the user test tasks with the paper prototypes when they discover any actionable features of the prototype.

The followings are some guidelines to help you conduct the usability testing:

1.Stay objective
- Refrain from involving any personal emotions or judgements when you interact with the test users
- Put aside any of your pre-judgement or opinions regarding the prototypes when conducting the testing
- Leave the test users alone, and never intervene in their interactions with the prototype.

2. Observe carefully
- Pay attention to test users' behaviors and record them in detail.
- Note down any of the objects' comments on the prototypes during the experiments.
- Keep a record of all objects' confusions or misunderstandings in the testing.

3. Be nice
- Try to communicate with the test users friendly
- Try to explain with patience if the test users have any confusion regarding the testing process, but also note that during the experiment, you're supposed to guide them through the process, NOT assist them finish their tasks
- Try to reassure the test users that it's the prototypes that are to be evaluated, not their behaviors or performances.

Thanks again for your participation!