Usability Test Plan

Goals:
- Are the users able to differentiate between the round details and the tournament details?
  - Specifically that the round reward (left) != total reward (top)
- Is it intuitive that the user has to pay a certain MTX fee to participate in a tournament?
  - Does the user understand that part of the fee gets refunded at the end of the tournament?
- Are the icons (# rounds, # entries, total reward) in the live tournaments intuitive?
- Is the enter tournament process intuitive?
  - Specifically what does the user feel when the transaction is processing
- Can the user successfully submit a submission?
  - Can they navigate to their submissions/tournaments?
  - Can they edit their submission?
- Can a tournament creator successfully allocate the MTX to the winners?

Ideal users:
- Freelancers
- Student participants of hackathons
- Researchers

Set up: essentially the google form (https://docs.google.com/forms/d/14JWamzTF1Rroa7eI_5Z5ZIt_NGevDejt7koCZgP-9b8/edit)
Hi, My name is _____ and I'm a user experience researcher for a collaborative research & development platform called Matryx.

Essentially, users can either create or contribute to scientific tournaments with a payout in MTX tokens, which can be used to obtain rewards in the marketplace.

Before we begin, I have some information for you, and I'm going to read it to make sure that I cover everything. You probably already have a good idea of why we asked you here, but let me go over it again briefly. We're asking people to try using a Website that we're working on so we can see whether it works as intended. The session should take about 20 minutes.

The first thing I want to make clear right away is that we're testing the site, not you. You can't do anything wrong here. In fact, this is probably the one place today where you don't have to worry about making mistakes. As you use the site, I'm going to ask you as much as possible to try to **THINK OUT LOUD**: to say what you're looking at, what you're trying to do, and what you're thinking. This will be a big help to us.

Also, please don't worry that you're going to hurt our feelings. We're doing this to improve the site, so we need to hear your honest reactions.

If you have any questions as we go along, just ask them. I may not be able to answer them right away, since we're interested in how people do when they don't have someone sitting next to them to help. But if you still have any questions when we're done I'll try to answer them then.

And if you need to take a break at any point, just let me know. You may have noticed the recorder. With your permission, we're going to record what happens on the screen and our conversation. The recording will only be used to help us figure out how to improve the site, and it won't be seen by anyone except the people working on this project.

If you have any questions please let me know.

Tasks:

Legend
Black: User tasks
Red: Test facilitator's actions
Orange: Questions to ask user

Please complete the following tasks by clicking through the interface. Note that not every button will work, as this is a beta prototype. Simply click on the screen at any location and you will see a blue highlight around the buttons that have functionality.

Alpha:
1. Create an account and go to the Live Tournaments page.
2. Enter a tournament
    a. Explain MTX token
        i.   ASK: What's the reward for this round?
        ii. ASK: What's the reward for the entire tournament?
    b. MAKE SURE TO REPLICATE A COUNTDOWN/METAMASK FOR TRANSACTION PROCESSING
    c. What do you think the icons on the left mean?
    d. Submit to a tournament
Prototype:
    e. Can you edit your submissions
3. Let's change things up and pretend that you're a researcher at a big company that's hosting a few tournaments.

4. View the tournaments that you're currently hosting ("we've preloaded some before this test")
   a. "The current round of your second tournament has ended."
   b. Can you please choose winners to award a certain amount of MTX?

Post-questions:
1. Was there anything you found confusing while completing these tasks?
2. How would you improve this interface?
3. What icons (if any) do you find confusing?
4. Can you please explain the process of entering a tournament to me?
5. Are there any screens where you feel like additional information would be necessary to make the interaction more clear?