1. Is my design good?

* What could be different?
* Do users move fluidly throughout the app?
* Do colors or sounds help engage and navigate the user throughout the app?

1. Do users like the product offering?

* Does the task do something useful for users?

1. Is the product creating engagement?

* Does the application make users want to learn more about products/ingredients?

1. I would like to know if users can easily interact with the design and navigate their way through it.
2. Can users perform specific tasks (rate on a level of 1 to 5 how easy with 5 being easiest, 3 neutral, and 1 is difficult)

* Can users easily scan a product
* Can users easily rate whether they like or dislike a product
* Can users easily find more information about ingredients?
* Can users easily find more information about products?
* Can users easily be informed of how healthy or unhealthy a product and its ingredients are?
* Can users get help easily if they do not understand how to do something?
* Can users scan their next product easily?
* Can users check alerts easily?

1. Can users easily navigate through the app?
2. Are menus where users expect to find them?
3. Do the names or icons of menus make sense to the user? Are the colors appropriate?
4. Do users understand the information they are being presented after scanning a product?
5. Does the prototype influence users to engage further and make decisions about products they do or do not want to purchase?

CHALLENGES USER FACED WHEN MODELING AN INTERACTION WITH THE PROTOTYPE

ADDITIONAL OBSERVATIONS YOUR USER OFFERED WHEN INTERACTING WITH THE PROTOTYPE

ANY CHANGES YOU WOULD MAKE TO ADDITIONAL FOLLOW-UP INTERVIEWS

TASK LIST

* Scan a product
* Rate whether you like or dislike a product
* Find more information about ingredients?
* Find more information about a product?
* Determine how healthy or unhealthy a product and its ingredients are?
* Navigate to the help menu
* Scan another product
* Check alerts/notifications