

## **Usability Testing Script for Educator Tagging Tool**

### **Objective:**

To evaluate the usability and clarity of the computational thinking tool with peer participants or educators.

### **Step-by-Step Procedure:**

1. Welcome the participant and briefly introduce the project goal:  
“This is a tool designed to help educators identify computational thinking in non-coding games like Minecraft or Super Smash Bros. You’ll be using it to tag a few gameplay examples.”
2. Provide a walkthrough of the interface:
  - Show how to upload/select a scenario
  - Explain computational thinking skill definitions and tooltips
  - Demonstrate the confidence slider and optional reflection notes
3. Ask the participant to complete 2–3 scenario annotations using the tool.
- 4. Observe behavior.**
  - Take note of any confusion or interface struggles
  - Note which features seem clear or intuitive
- 5. Post-task Interview Questions:**
  - What parts of the tool felt intuitive?
  - Were any computational thinking skill definitions unclear?
  - How easy was it to complete the tagging process?
  - What would make this more usable in a classroom?