

# Usability Test Plan

## Test Plan for: Gamion Component

**Persona Type Tested: Primary/Secondary/Negative/Supplemental/Served/Customer**

**Context:** an environment (location) where the user is comfortable without distractions

**Duration:** 10 minutes

Complete the following before starting: [Greeting and Consent](#) & [User Background Information](#).

### Overall Objectives

List the objectives/goals of the usability test; what you want to study or to evaluate. Be specific in what you want achieve, to evaluate with this test (e.g. obtain quality or quantitative regarding certain product/application components, accessibility evaluation, heuristic evaluation, cognitive walk-through etc.).

- Assess the overall effectiveness of the **product/application** for different types of users performing basic, common tasks;
- Identify obstacles to completing **a certain task or using a certain component**;
- Evaluate consistency and standards;
- Use the [References](#) to guide you in writing your objectives.

### Scenario

Use one scenario for each test. **Do not use multiple scenarios for a usability test as it can confuse and frustrate the user.** The scenarios used in the usability tests have a direct connection with the scenarios built for the [personas document](#).

### Tasks

Write out the tasks for each persona type. **Avoid complex tasks.** Make sure the user is able to complete the test in the specified time interval. Assign an estimated completion time for each task.

Primary persona

- Login -2 minutes
- Select a suitable hero -1 minute;
- Change hero -1 minute;
- Start game -1 minute;
- Win a game -2 minute;

Secondary persona

- Login -4 minutes
- Select a suitable hero -4 minute;
- Change hero -3 minute;
- Start game -3 minute;
- Win a game -3 minute;

A user might complete a task in a shorter or greater time than the **estimated time**. If the **completion time** exceeds the estimated time then it there is a problem.

Also a user might skip the current task thus the **completion time** would be 0.

### Notes for Test Coordinator

- Remind the user that you would like them to 'think aloud' so that you can understand what they are thinking, about the task or the product/application;
- Read the user the scenario for the test;
- Read the user the tasks he has to complete. If the tasks are complex, you may want to put a sheet of paper in front of the user with each task written out;
- Record the user's actions, comments, questions, and body language (write them in the Test Observations section accompanied by video/audio).
- Don't offer help; let the user attempt to perform the task. If they ask for help reply with: "What do you think you/that would do?" "What do you think that means?".

### References

- Fluid [User Testing](#);
- [usability.gov](#) Templates;
- [Handbook of Usability Testing](#) by Jeffrey Rubin;
- [A Practical Guide to Usability Testing](#) by Joseph S. Dumas and Janice C. Redish.

### Other Notes

## Test Results for: Gamion Component

### Success Criteria

A successful design has been achieved when:

- 66% of users manage to select a suitable hero;
- 66% of users manage to place the character on marker;
- 100% of users complete the first level

## Summary

List major findings in list or table format for quick and easy reading.

- 2 users did/found missing sounds effects;
- 3 users did/found missing animation effect on attack;
- 1 user did/found missing 3d environment;

## Demographics

User Number	Gender	Age Range	Persona Type	Technical Level	Background questions answers
Andreea Valeanu	Female	18 - 25	Primary	Medium	Occupation: Student at Faculty of Agriculture, Iasi, Disabilities: none
Claudiu Unguru	Male	25-30	Primary	Expert	Occupation: Web Developer at CGM, Iasi, Disabilities: Color blind
Dumitru Unguru	Male	+60	Secondary	Novice	Occupation: Pensionier, Disabilities: Large Thumbs, Hearing problems, Sight problems

Literature recommends testing no more than **five users** and running as many small tests as you can afford, according to **Nielsen, J. (1994). Usability Engineering, Academic Press Inc, p 165.**

## Interaction Notes

Enter a detailed descriptions of the participants' interactions in this table. The table can be separated by task, category, or whatever makes most sense for this test.

User	Login	Select a suitable hero	Change hero	Start game	Win a game
Andreea Valeanu	20 seconds	40 seconds	50 seconds	20 seconds	60 seconds
Claudiu Unguru	20 seconds	35 seconds	40 seconds	20 seconds	40 seconds
Dumitru Unguru	60 seconds	70 seconds	80 seconds	30 seconds	120 seconds

A user might complete a task in a shorter or greater time than the **estimated time**. If the **completion time** exceeds the estimated time then there is an issue with the design. Also a user might skip the current task thus the **completion time** would be **0**.

## Test Observations

Language barrier, missing tutorial

## Potential Design Improvements

- Multiple attack possibilities/combo hits;
- Victory points;
- Inventory;
- Move character around;
- Quests;
- Multiplayer;
- Internationalization.

